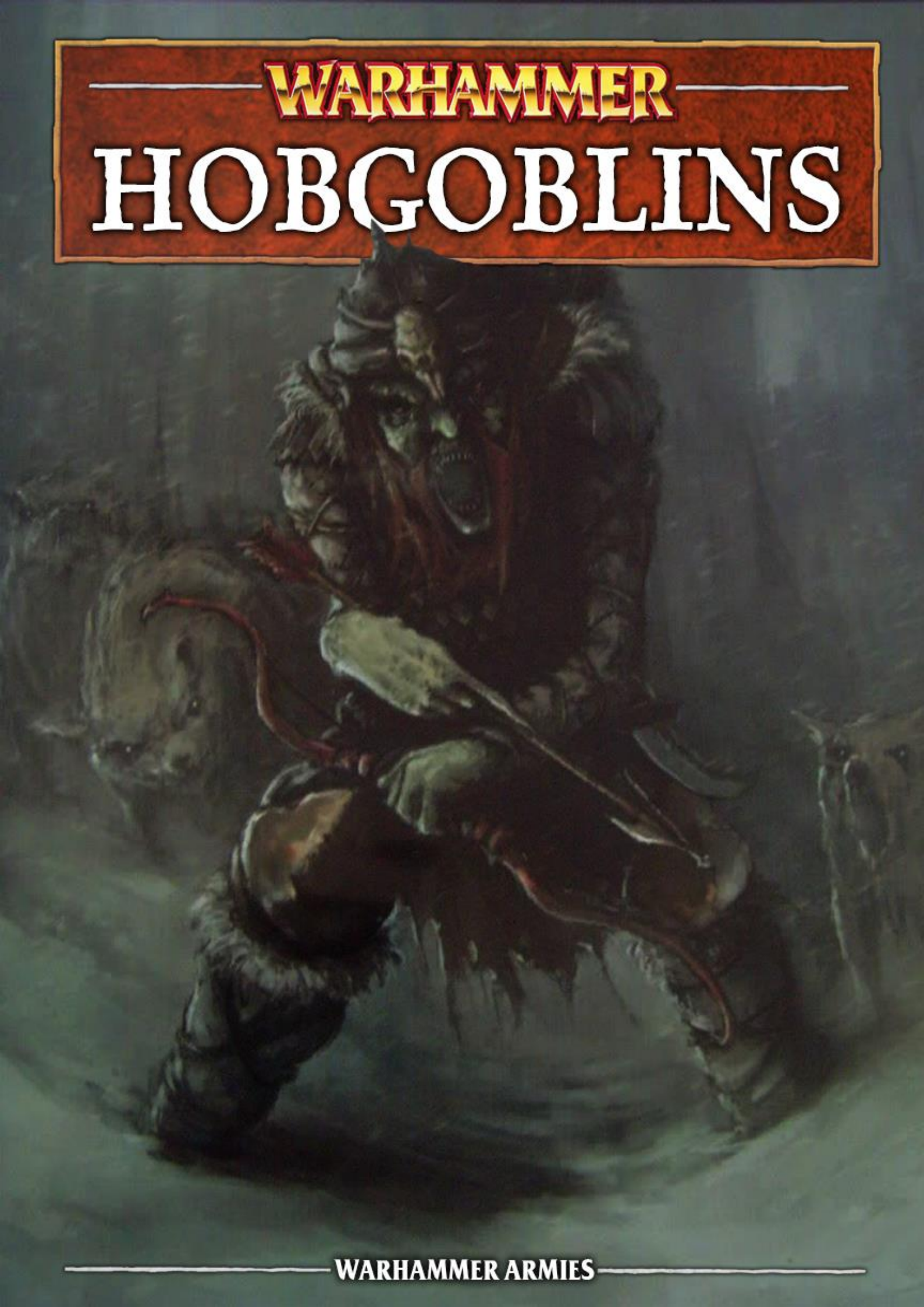
WARHAMMER

HOBGOBLINS



WARHAMMER ARMIES





HOBGOBLINS



By Mathias Eliasson

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INTRODUCTION

Welcome to *Warhammer: Hobgoblins*, your indispensable guide to the Scourge of the Steppes. This book provides all the information you'll require to play with a Halfling army in games of Warhammer.

WHY COLLECT HOBGOBLINS?

Hobgoblins are naturally greedy, selfish, individualistic creatures who are quick to stab each other in the back and expect no other treatment from others. They are underhanded, opportunistic and pathologically devious. Between the harshness of their homeland and the endless enemies Hobgoblins make, they must absolutely work together to a point if they hope to survive. It is with this mentality that Hobgoblins band together under the leadership of the most deadly and sinister amongst them, the Khans. The greatest of all the Khans is known as Hobgobla Khan. Although little is known about this mysterious sinister figure, it is known that when Hobgoblin raiders gather together and go on a rampage, it is always in his name.

HOW THIS BOOK WORKS

Warhammer army books are split into sections, each of which deals with different aspects of the titular army. *Warhammer: Hobgoblins* contains:

- **The Scourge of the Steppes.** This section introduces the Hobgoblins and their part in the Warhammer world. It includes their society and history. You will also find information on the Hobgoblin Hegemony.
- **The Great Horde.** Each and every troop type in the Hobgoblin army is examined here. You will find a full description of the unit, alongside the complete rules for any special abilities or options they possess. This section also includes the Da Loot – magical artefacts that are unique to the army – along with rules to use them in your games.
- **The Hobgoblin Army List.** The army list takes all of the characters, warriors, monsters and war machines from the Army of the Devas section and arranges them so that you can choose an army for your games. Units are classed as characters (Lords or Heroes), Core, Special or Rare, and can be taken in different quantities depending on the size of the game you are playing.

FIND OUT MORE

While *Warhammer: Hobgoblins* contains everything you need to play the game with your army, there are other books and updates to be found. For the other books in the series and the latest rules updates, visit:

www.warhammerarmiesproject.blogspot.com









THE SCOURGE OF THE STEPPES

Hobgoblins are one of the numerous Greenskin races that infest the Old World; however, distinct from their many "cousins" the Hobgoblins are estranged from their kin. They do not march to war with Goblins, nor join in the great Orc Waaaghs, though they've been known to do it a bit of opportunistic looting alongside their brethren if the circumstances are right. Rather, the Hobgoblins have their own kingdom on the Great Steppes east of the World's Edge Mountain range where the legendary Hobgobla Khan rules them, after a fashion.

The Hobgoblins are the scourge of the steppes; feared, hated and powerful. Their numberless hordes are most unwelcome in the Old World. The Hobgoblin Hegemony, the Empire of Hobgobla Khan, is the largest kingdom in the known world. The tribe of the Mournguls have conquered long been a threat to the lands of the east, for these Hobgoblins are a truly different breed than the lowly slaves of the Chaos Dwarfs. The Mournguls and their allies are warriors almost equal to Orcs, and the Great Horde, the army of the Hobgobla Khan, is by far the most numerous in the Warhammer World.

THE HOBGOBLINS

Far, far in the east, in the untamed steppes beyond the Dark Lands, lies the dominion of Hobgobla Khan- the greatest empire in the world. The subjects of Hobgobla Khan are Hobgoblins, a green-skinned race related to Orcs and Goblins. Hobgoblins are widely abhorred for their cruelty, wickedness and their appalling standards of hygiene.

Hobgoblins are a kind of greenskin, a race of wiry, rangy steppe-Goblin native to the east of the Warhammer World, beyond the Mountains of Mourn. They hold sway over a vast territory that stretches from Zorn Uzkul in the Dark Lands to the Great Bastion of Cathay and the distant eastern shore of the Far Sea. Hobgoblins are most often encountered in the west as the slaves and lackeys of the Chaos Dwarfs, but to the inhabitants of the exotic oriental lands of the east, they are a terrible scourge in and of themselves.

Few Imperial scholars would be perverse enough to note the important differences between an ordinary Goblin and a Hobgoblin, and the truth is that the two subspecies are really quite similar. Physically, Hobgoblins are slightly taller (though they still walk with the stoop characteristic to almost all greenskins) with smaller noses and ears, sharp, needle-like teeth and a perpetual sneer. Their red eyes are sly and shifty and almost all Hobgoblins have a distinct bony hump on their backs, further emphasising their slovenly slouch. This odd feature most likely evolved due to the main other difference between Hobgoblins and their cousins for, if the race has one single defining characteristic, it is that they are horrendously, irredeemably, remorselessly conniving and treacherous.



They are both stronger and taller than Goblins. Indeed, the largest among the Hobgoblin tribes are as tall as any Orc. Their builds, though, are lean and wiry, unlike the muscled bulk of the Orcs. Hobgoblins ride snarling Giant Wolves that they've specifically bred for speed and savagery. They are expert mounted archers, often practising for days on end at hitting small targets while riding past going full tilt. They prefer hit and run tactics to stand up fights, though they will attack if they outnumber their opponents by more than three to one.



Hobgoblins are completely untrustworthy, and backstabbing their supposed allies and switching sides in the middle of a battle is so common as to go unremarked upon in their own lands. Indeed, Hobgoblins have a deep suspicion of any creature that doesn't betray its comrades as soon as it is slightly more advantageous to do so. Self-preservation is a very strong instinct in the Hobgoblin race, and they will endure any indignity to prolong their miserable lives, or avoid suffering or anything like hard work.

Like other goblin species, the Hobgoblins are crafty, sneaky, treacherous and often cowardly. In fact, compared to Goblins the Hobgoblins seem to bring this way of life to a whole new level. Within their tribes they seem to form rather twisted societies where back-stabbing, assassination and use of poison in duels is considered perfectly legitimate and celebrated ways of advancing in the society. Honour, traditional morals and the spirit of cooperation seem to be entirely foreign concepts to the Hobgoblins.

THE SCOURGE FROM THE STEPPES

When Hobgoblins are not fighting amongst themselves, they make war on other races. Most of their battles are fought against the Kurgan and Hung tribes of Chaos Marauders. Like the Hobgoblins, these human warriors are primarily nomadic and huge running battles between thousands of mounted troops regularly sweep across the steppes. Hobgoblins are also a constant

threat to Grand Cathay, the mysterious human empire of the Far East. The Great Bastion – a thousand-mile long wall hundreds of feet high – protects Cathay from the worst Hobgoblin excursions, but the Bastion cannot be garrisoned completely at all times, so the occasional ravening band of Hobgoblin raiders breaks through to cause havoc in the rice fields and peasant villages. Hobgoblins are as violent as other greenskins when given the opportunity and they raid for plunder, slaves and the sheer fun of causing mayhem. Slaves taken by the Hobgoblins are usually sold to the Marauder clans or to the Chaos Dwarfs of Zharr-Naggrund. Either fate is considered worse than death, so the Cathyans are understandably quick to respond to reports of Hobgoblin raiders and to exact retribution across the Bastion in the aftermath of an attack.

The vast majority of Hobgoblins fight from wolfback. The monstrous wolves of the Eastern Steppes were mutated long ago by the warping power of the Realm of Chaos and they are huge, shaggy monsters, fully capable of ripping a Man limb from limb. Marauders can train these beasts and use them as packs of hunting beasts, but only Hobgoblins can break them to the saddle. From the back of a wolf, a Hobgoblin warrior can fire a full-sized bow or execute a charge with a cruel, barbed spear. A Hobgoblin Khan's influence is judged by how many Wolf Riders he can bring to battle, and no unmounted Hobgoblin is really considered worthwhile. Nonetheless, Hobgoblin tribes do not consist solely of cavalry. In large tribes, the number of fighting Hobgoblins may simply exceed the number of available wolves, and thus the less successful and cunning Hobgoblins are forced to fight on foot. When a weaker tribe is conquered by a more powerful one, the subjugated Hobgoblins may also be made to fight as infantry as a kind of punishment, at least until they can prove themselves worthy by stealing from or cheating one of their conquerors out of his wolf.

Though Hobgoblins lack the fool-hardy bravery and raging battle spirit of their western cousins, they have many advantages. Foremost, they are often decent metal workers, though no match for humans in this category. However, they are skilled enough to repair human weapons and armour scavenged from the battlefield. Since Hobgoblin bodies and human bodies are so close in size, the richer Hobgoblins often have armour that other green-skins lack.

Second, regardless of where they live, the Hobgoblins are often far more skilled with bows than their cousins. They like the ability to attack from a distance and many Hobgoblins are also hunters. Because of this the most skilled archers of the Hobgoblin tribes are perfectly matched with their human counterparts.

Furthermore, Hobgoblins are masters of stealth, intrigue and use of poisons. Nearly all tribes have some pocket of roguish warriors that utilize ambush tactics and poison against their enemies. The greatest of the rogues even go on to become great heroes in their own



right. The way they come by this knowledge varies from region to region. Those in the Mournguld have often learned from Cathayans or the Skaven. Those in the Old World often learn these tactics simply to stay alive and remain hidden. However, the most infamous of these roguish warriors is a tribe in the Dark Lands known as the “Sneaky Gits”. This tribe may not have been the first to develop these tactics, but they seem to have mastered them individually of any formalized training.

The Hobgoblins seem to have resisted the full mutating effects that exposure to Chaos can bring. Hobgoblins are unique among the greenskin races. They do not march to war with Goblins, nor join in the great Orc Waaaghs, though they’ve been known to do a bit of opportunistic looting alongside their brethren if the circumstances are right. Rather, the Hobgoblins have their own kingdom on the Great Steppes northeast of the Dark Lands and Mountains of Mourn where the legendary Hobgobla Khan rules them.

What Hobgoblins lack in sheer brutality, powerful firepower or impenetrable defence, they more than make up for in their large numbers of highly mobile, flexible warriors. Whether they need to quickly attack an enemy defensive line, kite a slow enemy across the battlefield, draw in a relentless attack and hit them from all sides or snipe apart an enemy formation and crush the remains, Hobgoblins are ready and able! Whether they are willing... that can be another matter.

HISTORY OF THE HOBGOBLINS

The history of the Hobgoblins up to fairly recent events is clouded in mystery, like the history of all the green-skin races. It is possible that they were simply goblins who slowly adapted themselves to become more and more human or elf-like in order to adapt to using the tools of war of the green-skin race's most prominent rivals, However, it is just as likely that the Hobgoblins were adapted to fit into greenskin society in the cultural niche of merchants, diplomats and politicians – roles Orc-led tribes didn't find themselves often in need of.

RISE OF THE KHANS

For thousands of years, the Hobgoblins have been nomads, wandering tribes constantly in search of yak and bonnacon to sustain their way of life. Long ago, war began with the southern Ogres, known as kupigrob, literally hungry border monsters. These steppe ogres were malicious and ravenous, and in short time devoured all the remaining steppe horses, leaving the giant wolves to roam uncontested.

The Ogres proved indeed to be a southern border for the Hobgoblins. Many a tribal battle was fought, and many a Hobgoblins was snacked upon. With the senjuruh to the east, translating as eastern man-things, rapidly advancing their society, the Hobgoblins made enemies to the east and south. From the north a slow trickle of chaotic beasts drizzled down, and the reclusive yakkans would every so often roar south from the tundra to engage in a ritualistic warpath, to cleanse the herds of the weak.

With foes lurking at all sides, the cowardly hobgoblins desperately needed some source of strength to keep from collapsing. The wayward and disparate tribes were saved when but one Hobgoblin stepped forth from each clan, seemingly touched by BegTsethulu - their mighty and terrible red-faced war god - himself. These powerful warriors were each branded, some said by the mighty sun, home of BegTsethulu. These dozen or so Hobgoblins had a fearlessness that surpassed even the bravest of hobgoblins, and immediately rallied and commanded the nomadic Hobgoblins leading them to victory or at worst stalemate against their foes.

The Khans as they were called became the leaders of the Hobgoblin and with them leading, the Hobgoblins secured the steppe as their own. At this time, the now ancient tradition of branding particularly reckless or powerful Hobgoblins came into being, and to this day the sight of a deep and symbolic brand strengthens the resolve of all Hobgoblins.

GUHLAMGOBAAR

Sometime after the emergence of Khans as the clan-kings of the Hobgoblins came Guhlam Khan. Known for his fearlessness and his strong spear arm, the Khan set his eyes upon the last unclaimed region of the steppe, the dark and wild Dragon Tooth Valley. A lush and menacing jungle, shrouded in a whirling cool mist, the valley had dozens of giant protruding rocks that jut hundreds of feet into the air, in the shape each of a dragon's tooth. This eerie valley had been settled by travelling Cathayans, and had since become a powerful military outpost. Its settlement had been the Cathayan's most costly expedition, and was soon to be their last expedition for many generations.

Guhlam Khan wanted this valley for his home, and taking it would be a sign to all that he was indeed the most powerful being on the steppe. He amassed an army, trained many of the more determined hobgoblins into steppe knights, known now as the Kheshigs. A later Khan, the infamous Khengai, would be the one to formally train an army and introduce the term Kheshig to the Hobgoblin race.

With an army unseen since the mythical Battle of Sholmohs, Guhlam Khan invaded the Cathayan fort within the valley. The Cathayans held out in a tragic but valiant stand, using the dark powders kept for celebratory explosion to launch rockets at the wolf riders. After a yearlong siege, the fort fell, and with it did any Cathayan desire to expand or explore beyond their borders. Guhlam Khan named the valley Guhlamgobaar, translated as Guhlam's Goblin City.



This Guhlamgobaar then grew into a prosperous and gigantic city of hobgoblins. Torch fires are seen covering the valley day and night, and long and swinging rope bridges have been made to span the gaps of the Teeth. At night you can hear the eerie throat-song sung by the wretches, those curious hobgoblins who are female in appearance but in psyche little different from their more masculine counterparts.

THE HOBGOBLIN EMPIRE

During the next few hundred years, the tribes of the steppe became situated and stable, and the domain of the hobgoblins was secure. Though these tribes contained many smaller clans which roamed from one place to the next, the Hobgoblins were able to protect their borders from all sorts of menace. The ogres to the south proved to be the most troublesome, and often a treacherous Khan would send a hundred hobgoblins down to be devoured to keep some semblance of peace.

As these tribes were all established under fearless and treacherous Khans, the leaders often desired more land and more power. Small skirmishes would break out between clans, and local heroes were often branded for either betraying their kin to allow the other clan to win, or for acting bravely.

Then, in one generation, arose the great Khengai Khan. Beginning his life as a nomad on the plains, he earned a reputation of ruthless cunning and physical presence so strong that he was said to be BegTsethulu incarnate. He single-handedly slew many large plains creatures, and was the first Hobgoblin to ever tame an alpha male wolf, the oldest and most vicious of the steppe wolves.

Hobgoblin society respects this violent kind of bravery, and though Hobgoblins are prone to treachery they are also more prone to admiration of the qualities most lack. Indeed, it is rare a Khan is betrayed, while perhaps a plains chief or friend may be readily stabbed in the back with an arrow.

This reverence allowed Khengai to summon all the Khans to Guhlamgobaar, to meet in conference about the borders and tribes of the hobgoblins. Though Khengai was not a Khan, his fierceness commanded their obedience. At Guhlamgobaar, a curious seeming and mysterious Hobgoblin stepped forward with a brand, like the traditional ones used to brand heroes and leaders. This brand, however, burned with a fire so hot that it was said to be a child of the sun itself. The peculiar brander asked if any Khan were brave enough to indeed be scolded by the flaming hand of BegTsethulu, and become the ruler of the Hobgoblins. None of the Khans had the courage, for as they neared the pain was so strong that blood ran from their nose and ears.

Khengai however stood and walked to the strange thing, and without wavering allowed himself to be branded. A dark light shone and the air became thick with red haze as the brand was pushed deep into Khengai's face. When it was removed, Khengai turned to be met with terrified and reverent eyes. He had indeed become a living manifestation of BegTsethulu, and in that instant gained the allegiance of all Khans of the steppe. Khengai had become the first of the great Khans.

Khengai the Great Khan mustered forth many tribes and many warriors to Guhlamgobaar, the new capital of a Hobgoblin h Empire, whom he trained under the command of the lesser Khans, to form into the now mighty Keshik wolf knights. Armed with the Hob bows of their ancestors, these fighters became the best mounted archers in the entire world.

With flaming eyes, Khengai looked upon Cathay and unleashed his hordes of wolf riders, his own armies combined with the nomadic Hobgoblins of the neighbouring tribes who feared the Khans wrath lest they move with the army. In five short years nearly half of the Cathayan lands were subdued and assimilated into the now rapidly expanding Hobgoblin Empire. Any Cathayan peasant who protested was slain, but all who showed the proper respect born of fear were shown mercy, and allowed to live as they had.

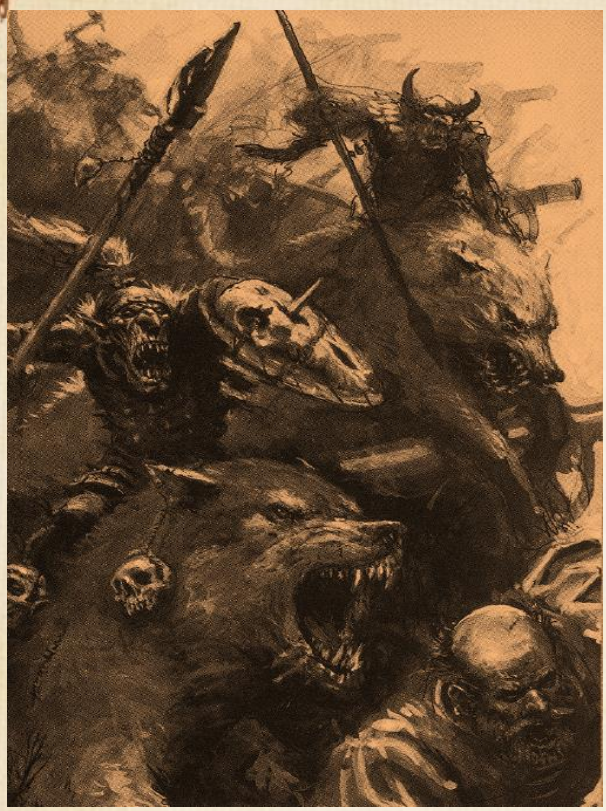
With much of Cathay subjugated, Khengai turned west and pushed across the Mountains of Mourn and into the dark lands, where they battled against dwarf and greenskin. Unaccustomed to the speed, size and tactics of the Kheshig riders, both dwarf and orc fell readily under bow and Khengai himself slew tens of thousands of enemies. The Kheshigs continued moving west, until they reached the mighty World's Edge Mountains, where they set up camps and began recruiting and orc and goblin who would give them allegiance, preparing to make a push into what they had learned to be the heart of many civilizations.

At its peak, the Hobgolmoh Empire was the largest land empire ever seen in the world, spanning from Cathay in the east to the World's Edge Mountains in the west. Under the command of the Khans, whose power was sapped directly from Khengai and BegTsethulu, hundreds upon hundreds of thousands of men, dwarfs, ogres, beasts, and greenskins were overcome and integrated into the Empire.

THE FALL OF THE HOBGOBLIN EMPIRE

The Hobgolmoh existed in this state for nearly a decade, covering much of the eastern world. But such things are not meant to last. A renowned Cathayan general began to wage the first successful campaign against the oppressors, and victory after victory was won by the deft Cathayan swordsman.

Khengai Khan left the edge of the Old World to end the general's campaign in the east. He told his troops to wait until his return to enter the Old World. But betrayal was high in the Hobgoblins minds, and they began an invasion into the World Edge Mountains. The



Dwarfs, thinking these Hobgoblins to just be mere goblins, fought them back just as their ancestors had fought the goblins for ages. Without the presence of Khengai, the lines crumbled across the mountain range and the Hobgoblins were repulsed.

In the east, Khengai raised a giant army of his best Kheshigs and engaged the Cathayan army in the battle that was to be known as "the Empire's fall". During the cataclysmic battle, BegTsethulu cheated Khengai and he was cut down by the Cathayan general in a mighty duel. The Hobgoblins were so shaken by this, they fled, and in a matter of weeks the Empire collapsed.

With the loss of Khengai, a new Great Khan was to be chosen out of the remaining Khans. The Khans in the west and east all left their positions and troops behind and returned to Guhlamgobaar for the ceremony. The Khans gathered, and a great series of betrayals and conflicts occurred between the clan-kings, each wanting the supreme power of the Great Khan. This exact ritual, that of betrayal within the echelons of hobgoblin military command at the loss of a Great Khan, became regular, and are now referred to as the Jingupek Khengai, or the Cheating Games of Khengai. The name is the name of the previous Great Khan, and shows that these betrayals are occurring on that dead hero's behalf, just as BegTsethulu had betrayed the first Great Khan leading to his demise.

The Hobgoblins in the Dark Lands dispersed or was enslaved by the Chaos Dwarfs, forced to serve in their forges. In the east, all the Hobgoblins were routed from Cathay and a great wall was built to stop further invasions. To this day, the wall has stood and no Hobgoblin has stepped foot on Cathayan soil.

THROG THE MIGHTY

Driven from the Old World at the end of the Goblin Wars many of the Goblins, Orcs, Hobgoblins and other allied creatures fled into the Dark Lands. The Dark Lands were then, as now, truly dark: ceaseless volcanic activity, steaming tar pits and terrible, natural pollution shielded the land from the sun. Little could grow in such a place, and very few creatures could tolerate the barren landscape, the gloom and the choking air. Throg, however, quite liked it.

From his armed camp on the eastern side of the World's Edge Mountains, Throg gathered his seasoned warriors and began to carve himself out a little empire. Soon a goodly chunk of the western part of the Dark Lands were under his control, and he began to extend his power deep into the mountains themselves. Here he and his champion, Grunmunter the Beast, fought numerous battles in the valleys and passes of the mountains, and eventually within the Dwarf fortresses. His enemies were mostly Dwarfs, and the Hobgoblins soon acquired a taste for the flesh of these creatures.

Of all the many bloody and violent deeds of Throg the most often remembered is the so called Feast of the Dwarf King. On this occasion the Hobgoblins infiltrated the underground fortress of Boran Fireheart a powerful Dwarf lord. The Hobgoblins secreted themselves in the kitchens until the night of a feast, subdued the servants and disguised themselves in the aprons and other clothing of the waiters. That Boran Fireheart failed to notice until far too late that his kitchen staff were all green and incredibly ugly, can only be put down to the general level of intoxication. The feast went ahead as usual, but instead of the planned proceedings the Hobgoblins ate Boran and his guests, while Throg entertained by torturing a troop of Halfling jugglers unlucky enough to be passing through.

What became of this renowned fighter is a mystery, some say that he disappeared whilst leading a mixed force of goblinoids into the Dwarf Fortress of Raven's Hold. Others link his disappearance to treachery on behalf of the ferocious Grunmunter, a callous individual.

THE GREENSKIN REBELLION

Not long after the Realm of Chaos finally swallowed the northern Dwarf holds, corrupted Dwarfs emerged in the east to make war on the Hobgoblins' most northerly tribes. After a great deal of blood was spilt on both sides, an accommodation was eventually reached with the tainted Dwarfs and when they march to war now, there are always Hobgoblins in their vanguard. That story, though, is but one version of the tale, the one the Hobgoblins tell other races. There are other descriptions of duplicity and betrayal involving the Black Orcs which none now speak of.

During the height of the largest and most savage Black Orc rebellion the Chaos Dwarfs were almost overcome.

Vastly outnumbered by their former slaves they were driven upwards through the layers of their city, fighting for each level, ascending ever closer to the Temple of Hashut itself. At the final hour the city was saved by the treachery of the Hobgoblins, who, having rebelled along with the Black Orcs, switched their allegiance once more and turned the tide against the Orc rebels. In doing so the Hobgoblins earned the enmity of the other green-skinned races who deeply distrust them to this day. They are considered so untrustworthy and underhanded by the other Greenskin races that they refuse to have dealings with them.

However, their efforts in the Black Orc rebellion caused the Chaos Dwarfs to employ them. Unlike the Chaos Dwarfs' other slaves, they are not made to work in the pits and workshops, but are used as servants, slavers, and warriors. The Hobgoblins enjoy the favor from their masters and care little what other Greenskins think of them. For their part, the Sorcerers know this and use it as a check against possible Hobgoblin plots.

THE CAREER OF GHAZAK KHAN

Ghazak Khan, the Terror of the East, and the most famous Hobgoblin mercenary general that ever lived, was recently hired by the Senate of Remas to destroy the Lahmian vampire, Maria Sarsosa. It was discovered that this former member of the Remas Senate was a vampire when a mercenary captain came upon her feasting on a patrolling pike man. The vampire escaped from the city-state and began to raise an undead army to devastate Remas, and the people that had discovered her secret. Ghazak Khan had never battled a vampire before and was very eager to do battle with her. Ghazak Khan met Maria's army at the banks of the River Remo. Due to the war torn nature of Tilea, Maria was able to raise a large undead army quickly, which made her more than ready for an attack. Ghazak Khan sent outriders to the flank of the undead horde and sent some of the monstrous regiments to wade up the river to engage the other flank. A few hours before dusk, Ghazak Khan launched his attack. Maria was completely caught off guard, because she had not even considered anyone would attack at night when she is the strongest.

Khan's army began to break down the regiments of skeletons and zombies. As soon as night fell, Maria began to raise the fallen soldiers to swell the ranks of her army. At that exact moment, the flanks of the undead army were hit by the outriders and monstrous regiments of Ghazak Khan. The vampire's army began to crumble, and once again to her shock, Ghazak Khan made another move that she had never expected.

Leading a regiment of well over 200 wolfboyz, Ghazak Khan was driving up the centre of the undead horde with one purpose in mind, hand to hand combat with the vampire. When Khan met the vampire in hand to hand, Maria was surprised that her speed held no advantage against the green-skinned general. The vampire blasted Ghazak Khan with a bolt of black magic, which caused the wind demon enslaved within the hobgoblin's helm to be released. This forced Maria to the ground and Ghazak Khan lopped her head clean off. As the sun rose, the undead crumbled into dust.



TIMELINE OF THE HOBGOBLINS

Year	Event
c-10000	Near the dawn of creation, the greenskins appear, although no one knows how. Shamans tell stories of Gork and Mork falling from the sky to populate the world with greenskins. The Old Ones recognise Ores and Goblins as a threat and send the Saurus to war with them. They are unable to exterminate the undesirables.
-2523	The Ogre tribe of Bulg Legeater hunts down and devours the goblinoid horde of Gholg Slitthroat after hearing that Hobgoblin flesh "tastes a bit like beef".
c-2300	Guhlam Khan founds the Hobgoblin city of Guhlamgobaar on the eastern steppes.
c-2000	The Hobgolmoh Empire is founded under Khengai Khan, who subjugates large parts of the steppes, Cathay, and the Dark Lands.
c-1970	Khengai Khan is killed in battle against Cathay. A successor is to be chosen, but due to a number of treasons and backstabs, the Khans instead begin to fight each other over the title of Great Khan. The Hobgoblin Empire soon falls apart, and the Hobgoblins are either enslaved or forced to retreat back to the steppes.
c-1500	At the end of the Goblin Wars, Throg the Mighty and his tribes of Hobgoblins are driven from the World's Edge Mountains to the Dark Lands.
c-1450	Feast of the Dwarf King. Throg infiltrates the hold of the Dwarf King Boran Fireheart, and proceeds to eat him and his guests while the Dwarfs are too intoxicated to fight.
-100	The Greenskin Rebellion. During the siege of Zharr-Naggrund, the Hobgoblins betray their greenskin kinsmen and ally themselves with the Chaos Dwarfs, securing their position as overseers in the slave pits of the Dawi Zharr.
-25	Hobgoblins of Khemur Khan are united and attempt to assault the Great Bastion, but are routed by the first Terracotta army.
1688	Hobgoblins under Jublai Khan defeats the Emperor's Guard of Cathay, capturing the Imperial Standard. They are later defeated by a Dwarfen army, and the standard is lost to them.
1881	Hobgoblin armies move into the Kingdoms of Ind, intent of raiding. The innumerable hordes lead to massive casualties for the Indans, who put up a brave resistance. Finding the climate ill-suited to mounted warfare, the Hobgoblins are unable to push forward into Ind, and reluctantly return to the Dark Lands.
2487	Hobgobla Khan usurps power over the Great Horde by stabbing his predecessor in the back.
2501	Ghazak Khan rides west with his army to learn warfare from the westerners on behalf of Hobgobla Khan's orders. He becomes one of the Old World's most famous and successful Mercenary Generals.
2503	Battle of Xen-Tu against Cathay. Hablo Khan, the commander of the Hobgoblin contingent, is killed by the Emperor's Champion Tong Po, causing many of the Hobgoblins to flee, believing that all was lost. The infamous Oglah Khan immediately switches sides and leads his ladz to battle against his kinsmen. All is going well for the Cathayans until the main Horde of Hobgobla Khan arrives. They outnumber the Cathayans more than a hundred to one and crush them swiftly.
2505	Battle of Long Knives. Oglah Khan enlists in the army of Black Orc Warlord Gordug Smasher. Gordug suffers a catastrophic defeat as Oglah Khan switches sides during a crucial moment of the battle. The Tilean general Giovanni Giuliani reward Oglah Khan generously, and hire the Hobgoblins to act as scouts and skirmishers in his army.
2521	Ghazak Khan is hired by the Senate of Remas to destroy the Lahmian vampire, Maria Sarsosa. Ghazak Khan meets Maria's army at the banks of the River Remo, and sends outriders to the flank of the undead horde and sent some of the monstrous regiments to wade up the river to engage the other flank. Leading a regiment of well over 200 wolfboyz, Ghazak Khan drives up the centre of the undead horde, and lops the Vampire's head clean off, causing the Undead to crumble into dust.

As the sneering honour guard of Hobgoblins led him at spear point through the camp, Cathayan Ambassador Eg-Shen and his aide De-Ling could only marvel at the army around him. As far as he could clearly see and gathering into muddled shadows even further from his vision was the army of Hobgobla-Khan. Numbering in the hundreds of thousands, the Hobgoblin encampment covered several square miles of the Western Plains.

All around Shen was the pungent door of Hobgoblin and wolf, the two races living in mutual harmony. Here and there tooth and clawed battles broke out between gathered wolves, fighting for bones, pups or mating privileges. Beyond the fighting lupines were the Hobgoblins themselves. From the depths of hooded cloaks or sheltered yurts, the Hobgoblins paused as the Ambassador walked past, glaring at him with both hatred and a morbid sense of menace. The needle sharp teeth in their heads were clearly visible as they grinned long and menacingly at the Cathayan visitor. Eg-Shen shook inwardly, being surrounded by the army of unscrupulous monsters and their unclean beasts. Huge bonfires lit up the afternoon sky as the small army of camp cooks set about feeding the horde of monsters. As was the case of late, rations were getting smaller and the menu far less varied. As the famine form the south threatened the human populace of Cathay, so too had famine and disease come to the army of Hobgobla-Khan. It came as no surprise to Shen when he saw a small Hobgoblin child wander too close to a pack of starving wolves that the beasts tore into the greenskin child, ripping out its throat before it could even call for help, then dragging the corpse back into the shadows of the tent city to be devoured. The sight of such carnage was hardly something new to the jaded ambassador to the Hobgoblin nations, but Shen was still shocked to see that none of the nearby Hobgoblins gave the loss a second glance, instead worrying about their own rations while keeping a wary eye on their mates!

As the ambassador approached the living quarters of Hobgobla-Khan, he could not help but to draw in a breath and hold it, fearful that to let it out it would be his last. Before the astonished Cathayan stood the tent compound of the Hobgobla-Khan, Terror of the Steppes and Warlord of the Hobgoblin Nation. Trying to remember all he had learned about the Hobgoblins, Hobgobla-Khan and their numerous traditions Eg could only think of one thing right now, the overwhelming desire to flee for his life! Ranks of armored Hobgoblins stood guard around their Lord's mighty yurt, cruel pikes and swords in their clutches. From beneath polished helms of metal and goatskin trim started blazing red eyes, seeming to bore right through Eg's flesh and into his heart. A savage pack of giant black furred wolves paced about the tent flaps, snarling at their masters and fighting for scraps of food. The size of the yurt itself was imposing, raising fully twenty feet into the fading light, the black wolves' tail banner of Hobgobla-Khan snapping in the breeze. Motioning with the point of a spear, the ambassador and his aide moved toward the opening in the yurt. Already Shen could smell roasting meat and potent spirits permeating his nostrils, the great feast inside the yurt already underway. Stopping to remove his sandals, Shen stepped across the threshold into the smoky tent beyond. Before the ambassador sat Hobgobla-Khan and his generals, bedecked in blood-soaked armor and cruel metal rimmed helmets. A feast had been in progress before Shen had entered but now all sounds of celebration and drinking stopped as the Hobgoblins turned their unscrupulous eyes towards the visibly sweating human.

"Shen, ya mangy git! Where have ye been? I sent fer yose some time ago. The time for war is almost upon us and we have plans to attend to."

"My Lord Hobgobla-Khan, I was unavoidably detained. Messages have arrived from the Emperor and I was vexed to finish reading their contents before hurrying to your side. Please forgive this most unworthy one." answered Shen, prostrating himself before the Khan. A violent hacking cough erupted from Shen's throat, covered quickly by a silk handkerchief. He did not see the Khan stare at him in terror before resuming his seat.

"Fink nuffin of it git. Come and join us as we cast da bones, read da omens and consult wif da Shamans on our coming victories!" roared Hobgobla-Khan as he downed a skin full of curdled bitches milk.

As Shen rose, De Ling stepped on through the tent flap, her bare feet brushing across the yurt's threshold and breaking on one the most sacred traditions of the greenskined marauders. At once, Hobgobla-Khan spewed forth a spray of bitches milk, his face twisted with rage and eyes bulging. At the same instant one of the Hobgoblin guards drew forth a wickedly curved scimitar and took off the girls head! As the pretty, shocked face of De Ling toppled into the dirt, the Khan rushed over to the Ambassador and dragged him to his feet by his collar, his beady red eyes looming large before the frightened face of the gibbering Cathayan.

"It seems dat da omens are not so good fer yose, skumgrod...!"
As warmth of escaping blood spread down his side, Eg found his eyes drawn to a map of the Bastion, to a series of Glyphs outlining weak points and Hobgoblin troop strengths more than five times the number Nan-Gau had reported. As the darkness closed over him he suddenly realized that Hobgobla was far, far more dangerous than anyone had realized.



THE HOBGOBLIN HEGEMONY

Across the eastern continent the great Hobgoblin Empire reigns supreme. From the deep caverns under the Karpathian mountains to the Steppes of Narragaroth, the Hobgoblins train and fight in honour of their mighty and terrible red-faced war god BegTsethulu - Protector of the Knowledge, preparing for the glorious day when the Great Hobgobla Khan will call Hobgoblin-kind to march forth and bring the entire world under their copper-fisted dominion.

Although the territory dominated by the Hobgoblins is truly immense in scale, the truth is that they are as fractured as all greenskins. Divided into innumerable warring tribes, with alliances that shift as swiftly as the sands of the warpstone deserts that border the southern steppes, the only constant in the fragmented Hobgoblin nation is the Great Hobgobla Khan. This individual has been the undisputed lord of the Hobgoblin race since time immemorial. How this is possible is not exactly clear, though it seems very likely that many Hobgoblin leaders have held the post, inheriting the name and status as the previous incumbent died (a process almost certainly hastened by the efforts of his successor) and ruling in his place. No Hobgoblin ever mentions this obvious piece of racial deception and, indeed, would consider it quite shocking to draw attention to it – for a species that takes such pride in its treachery, it is highly appropriate that their governance should be one giant con trick and to talk openly about the secret would be to deny the magnificence of it.



Hobgoblins are ruled over by their Khans. Khans achieve their positions, naturally enough, through backstabbing and bribery, so are not always the biggest and strongest individuals in a tribe. However, soon after taking power, most Khans will arrange for any rivals who look like they might pose a physical threat to be disposed of.

Hobgoblin tribes can be large or small, and a warband of only a few dozen individuals might be ruled over by a mere Khan. Larger tribes, consisting of hundreds or even thousands of warriors, will be led by a Great Khan, a truly cunning Hobgoblin lord. There are only a relatively small number of Great Khans at large at any one time, and they all theoretically pay homage to Hobgobla Khan, the most powerful Great Khan of all. In practice of course, each Great Khan is pursuing his own treacherous aims and seeks to depose Hobgobla Khan in order to take his place (and name). No Great Khan makes open war on Hobgobla though, for they would be quickly annihilated by the rest of the Hegemony. Once a Hobgoblin has risen to the exalted rank of Great Khan, he understands that more subtle methods yield better results. In this strange way, peace is maintained amongst the great bulk of Hobgoblin 'society'.

HOBGOBLINS AND THE DARK LANDS

At some point in the past the Hobgoblins seemed to make a universal split with the Orcs. The Orcs took the western Old World and the Hobgoblins almost entirely migrated to the east to new territory. It isn't entirely clear what originally caused this split, but it is perhaps because without enlightened leadership they could neither appreciate each other's strength and usefulness. It seems that the Orcs won the battle and drove the Hobgoblins almost entirely out of their lands and tribes. This split was fairly clean and it seems to have slowly led the Hobgoblins to adopt different gods and philosophies from the rest of their green-skinned cousins. The smaller members of the races seemed to remain obedient to both, but as the Orcs retained the original territory almost all of them ended up serving the Orcish hordes.

The only place where the Orcs and Hobgoblins interacted in any great numbers was within the most northern part of the Dark Lands. However, when the Chaos Dwarfs conquered these lands, they enslaved all the green-skin species living there and this was the beginning of the end of this coexistence.

The Chaos Dwarfs bred a new powerful Orc breed known as the Black Orcs who soon grew out of their control and revolted. Faced with the choice of serving the cruel Chaos Dwarfs or the brutal Black Orcs, the Hobgoblins choose the former deciding that the Chaos

Dwarfs appreciated their ways more than the Black Orcs. This treachery was enough to turn the tides and prevent the Chaos Dwarfs from being wiped out; however it also put these Hobgoblins and the Chaos Dwarfs into a symbiotic relationship that neither cares much for. The Chaos Dwarfs need slaves to keep their society going and only the Hobgoblins seem to be willing and able to keep the slaves under control, at the same time without the Chaos Dwarfs the Hobgoblins would be immediately wiped out.

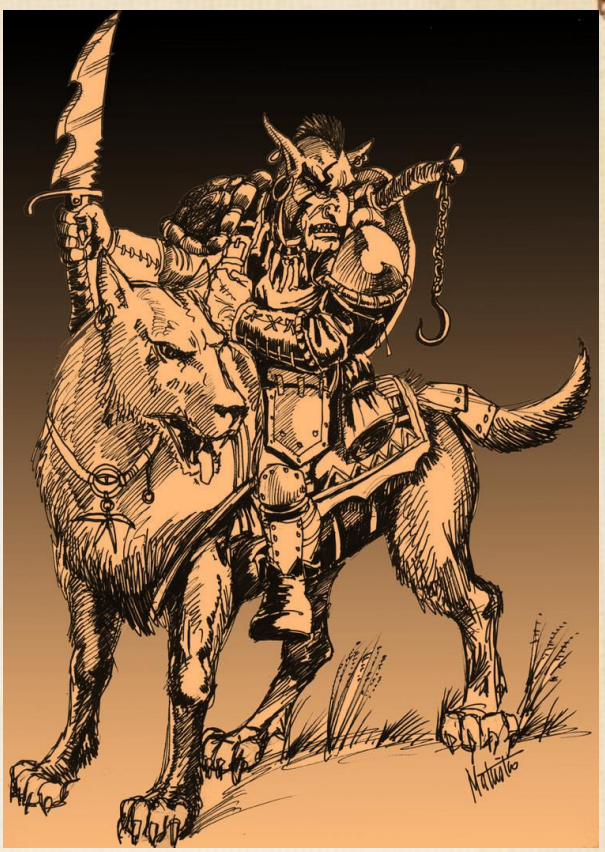
Though they have rightfully earned the scorn of the Black Orcs, there are a few individual pockets of Hobgoblins still living amongst the Orc and Goblin tribes of the Dark Lands and the Old World. They are almost never seen upon a battlefield, however there are numerous reports of battle parties fighting their way deep into caves and finding Hobgoblin blacksmiths, ambassadors or advisors within green-skin dens. These individuals are often skilled duelists.

HOBGOBLINS AND THE MOURNGULD

Past the Dark Lands and past the Mountains of Mourn is a depressing, almost barren, disturbing and dangerous place known as the Mournguld. It is so cold and receives so little sunlight that the ground in this area is covered with permafrost most of the year, only moss and vegetation hidden under the snow is the only underbrush. One could not grow anything here and though many areas are lightly forested with coniferous trees rooted in the permafrost, there isn't enough lumber to try to build a village. This area is home to many herds of elk, caribou and other large herbivores that are in constant migration. These herds attract some of the largest, most dangerous and most desperate predators in the world. Giant wolves, giant hyenas, giant tigers and giant bears are all found in this area, listed from most common to least. They all live by following around these herds and picking off the weak and slow. Carrion animals, such as ravens, follow these predators and pick off what little the others leave behind.

This is a place where no human would want to live. The lack of sunlight would drive one insane, the food sources would leave one nutritionally devoid, the constant necessary migration would force one into a life of constant discomfort and the predators would be a constant and very real threat. However, while this area is ill-suited to human life, the Hobgoblins found this place quite pleasant and perfect for their habitation. While their cousins in the Old World were devastated by constant wars with the humans and Dwarfs, the Hobgoblins began to populate this area with exploding numbers. Over the centuries their numbers grew so large that they rivalled the numbers of green-skins in the west.

They made their clothing and tools out of the skin and bones of the animals, they happily became wandering bands following the herds around and tamed the



various predators to do their work for them and carry their loads. Nearly every Hobgoblin who has reached maturity has at least one animal that is their constant companion. Even those who choose the path of the scouts and assassins usually have a wolf, raven or cat not too far off. The Mournguld hyenas have been dominated so entirely that they are known only as "Hobhounds" for the role they play as hunting hounds for the Hobgoblin tribes.

Small packs or even individual Hobgoblins of these tribes sometimes wander back across the Mountains of Mourn and Dark Lands in search of mercenary work. These individuals seem to know the only safe way of getting across the Mountains of Mourn without being slaughtered by the Ogres. And those fool-hardy enough to try to make this journey without a Hobgoblin guide often find themselves ambushed and slaughtered by Hobgoblins even if they do somehow survive trekking across the Dark Lands and Ogre Kingdoms. Because of this, Hobgoblin guides are in high demand, but even having one when you traverse these roads is not a guarantee of safety from his brethren. Hobgoblins very, very rarely hesitate to cut down one of their own who stands between them and what they want.

Although the Hobgoblin tribes of the Mournguld are often quite individualistic and selfish in their pursuits, they all seem to fall to the beck and call of a single leader known only as Hobgobala Khan. It is unknown if there really is a Hobgobala Khan or if he is merely a mythical figure or perhaps there have been a long line of people who have held this role, however the only time the Hobgoblins do seem to mount up a large,

impressive force and cooperate unquestioningly is when his name is invoked. However, nearly all of Hobgobala Khan's campaigns are against a single force.

HOBGOBLINS AND CATHAY

Although the Hobgoblins of the Mournguld could possibly travel back to the west to face the Ogres, the Chaos Dwarfs and the Orcish hordes, they have an uneasy peace with these people. Occasionally small battles do erupt, but they never reach the level of large scale campaigns. The lands to the west of their home just have nothing to offer them that would be worth battling over. The Mountains of Mourn and the Dark Lands are just as desolate as their home and what little they would gain would not be worth the fight. Unlike their Orcish cousins, they are too cowardly and selfish to fight simply for the sake of fighting.

The Hobgoblins of the Mournguld do not particularly care that the Hobgoblins of the Dark Lands live as slaves to the Chaos Dwarfs, partially because they don't much care about others of their race and partially because the Hobgoblins of the Dark Lands choose that life. One tribe or another is likely to quickly adopt any Hobgoblin who wants out, but beyond this they are more likely to lend the Chaos Dwarfs support than to bother them for fear of the Orcish hordes being let loose upon them.

However, to the east of their lands is the human kingdom of Cathay. Cathay is the richest, most lush and beautiful and most powerful human kingdom in the world. They are unmatched in all respects. However, their great power is spread over a wide area and this is what the Hobgoblins rely on. Campaigns against Cathay can be costly, but the Hobgoblins usually end up lining their pockets and loading their wolves up with riches, food, weapons, armour, slaves and everything else they desire before they are driven out. So though they gain no real ground, the Hobgoblin hordes happily grow in power and celebrate after every loss while they recuperate and then launch an entirely new campaign into Cathay.

In order to combat this constant menace, the Cathayans have built a wall thousands of miles long and dozens of feet high. They patrol the wall for danger at all times, waiting for the seemingly endless hordes of Hobgobala Khan to attack, which they inevitably do. Though this wall would seem impenetrable at first, history thus far has demonstrated that perhaps the effort in building the wall was ill spent, it has done far too little to repel the attacks.

The mercenary spirit of the Hobgoblins in these lands as alive and well as it is anywhere else. After many defeats, numerous Hobgoblins have been caught behind Cathayan lines, have wandered deep into Cathayan territory or have lived in lands that were annexed by Cathay. Some Cathayan lords are even corrupt enough to hire Hobgoblins to do dirty work for



them. Because of this, many Hobgoblins have ended up as servants of Cathay and are occasionally called to arms against their own brethren. Some Hobgoblin commanders who have followed a less successful campaign into Cathay have even switched sides in the middle of a battle, the most infamous and regrettable of these cases in the Old World being Oglah Khan. Once a Hobgoblin becomes a servant of Cathay they either have a short brutal life or they live a life far more rich and easy than those who live in the Mournguld. If the constant trend continues it is not clear whether the Hobgoblins will somehow take Cathay or if they'll all be taken in as its servants, but it seems that one side must give eventually.

HOBGOBLIN MERCENARIES

Unlike nearly all other green-skinned species, the Hobgoblins seem quite willing to work with other races. In the Far East in the Empire of Cathay, a human empire that counts members of many races amongst its population, Hobgoblins are both the most prominent threat to the empire and the third most populous race within the citizens of the empire itself.

In the Mountains of Mourn the Ogre Tyrants often have a number of Hobgoblin scouting their territory and reporting threats (in fact, travelling with Hobgoblins is the only safe way to get through those mountains!), within the Dark Lands the Chaos Dwarfs empire is supported by large numbers of Hobgoblin slaves who oversee the slaves of other races, Hobgoblins are very common amongst the Dogs of War, they have an amiable relationship with Clan Eshin and there are rumours that even some Elves have had Hobgoblin agents.

Whereas Orcs group their massive numbers together to declare WAAAGH! on the world, Hobgoblins that leave the steppes for anything other than short raids seem to spread their numbers thin throughout various kingdoms, serving any and all who would take them. In fact, they are not above favouring an alliance with other races against their own race. Their openness to non-green-skins seems to reflect in their very name. "Hobgoblins" was not the name that they gave themselves. Originally they seemed to be called the children of Mork, big Goblin, sneaky boys or numerous other labels. The prefix 'Hob-' originally meant that they were the friendly, helpful, 'good' Goblins. This is entirely contrary to their underhanded and treasonous nature, but perhaps, when compared to the normal type of goblin who would be quick to stick someone and roast them over a fire, a distinction needed to be made. Perhaps the name was meant only to apply to a single tribe of the race or even merely a single individual, but the race seemed to adopt the name 'Hobgoblin' fairly universally. Because of their adoption of this name the prefix ended up being associated with the race itself and carrying the context of large and corrupt, for instance the Hobgoblin's leader is called Hobgobla Khan and the Hobgoblin's hunting companions are called Hobhounds. Because of their mercantile attitude, Hobgoblins are found almost more commonly in armies led by members of other races than they are in armies led by one of their own.

Although most Greenskins prefer to keep to their own kind and find the concept of being paid to fight in war a bit confusing, Hobgoblins are a through exception.



Hobgoblins fit perfectly into the role of mercenary and those that travel far from their homelands often find their place in the ranks of the Dogs of War. In fact, the great generals Ghazak Khan and Oglah Khan are famous members of the Dogs of War army and they represent only a small number of the Hobgoblins one can find in the rank and file of this mercenary organisation.

GREENSKINS UNITED

Hobgoblins generally do not get along well with other Greenskins. Although their betrayal of their kin in favour of the Chaos Dwarfs is an event many point to, the true root of the animosity lay at the very root of their nature. Even before those events one would only rarely find Hobgoblins in the west, often individuals deep within Goblin dens directing the tribe's actions, working as blacksmiths or training their blades as esteemed duellists. "Hobhounds" were known in the Empire before any members of them crossed the Mountains of Mourn, but all believed Hobgoblins to be rare and few in numbers.

Orcs and Hobgoblins represent entirely divergent evolutionary paths of the greenskin race forged in the fires of battle in two entirely different battlefields. Orcs see Hobgoblins as weak, cowardly fighters while Hobgoblins see Orcs as hopelessly dense brutes. It would seem that only the Ogre infested Mountains of Mourn can keep the two cousin races from going to war with one another. Goblins, however, find it as easy to respect the cunning, adept and skill of Hobgoblin fighters as the monstrous power and stalwartness of Orcs. As such, except for those highly influenced by Orc thinking, Goblins easily fall under the sway of Hobgoblin leaders. But, unlike Orcs who are dependent upon Goblin slaves for food, shelter and supplies, a nomadic Hobgoblin with a wolf, a bow and a hobhound by his side finds little use for Goblins, they are just more mouths to feed who can't pull their own weight.

Unlike other Greenskin races, Hobgoblins seldom pursue war simple for the sake of battle. Their pragmatic nature applies in all things and the Empire holds little interest for them as anything other than a place to acquire loot and perhaps increase their personal glory, hence their relative rarity in the west of the Old World. Yet, for all the reasons why one would not expect to find Hobgoblins amongst the ranks of other Greenskins, they are nothing if not opportunistic. Small squads of Hobgoblins who leave the Mournguld seeking wealth and fame do need an army to fight within in order to achieve those ends. Those who do not find themselves working as Dogs of War, and even some of those who do, almost inevitably find themselves pillaging alongside their bitter rivals.

Hobgoblin Khans who find themselves within the western Old World for whatever reason may also find it much easier to recruit Greenskins from local tribes rather than try to get more boyz from back home.







THE GREAT HORDE

Unlike Orcs and Goblins, Hobgoblins do not go to war simply for the sake of battle. Instead they go out in search of glory, and fortune, aiming to gather all the riches they can while leaving their names embedded forever upon the annuals of history. Although these raids normally do not go any further than the Mountains of Mourn, some particularly greedy, adventurous and skilled Hobgoblin Warlords, such as Ghazak Khan, have marched their hordes out beyond their homelands and struck fear even into the heart of the Empire and its enemies.

In this section you section you will find details for all the different troops, heroes, monsters, and war machines used by a Hobgoblin horde. It provides the background, imagery, characteristics profiles, and rules necessary to use all the elements of the army, from Core Units to Special Characters.

ARMY SPECIAL RULES

This section of the book describes all the different units used in a Hobgoblin army, along with any rules necessary to use them in your games of Warhammer. Where a model has a special rule that is explained in the *Warhammer* rulebook, only the name of that rule is given. If a model has a special rule that is unique to it, that rule is detailed alongside its description. However, there are a number of commonly recurring 'army special rules' that apply to several Hobgoblin units, and these are detailed here.



DED SHOOTY

The hobgoblin armies of the great Hobgobla Khan primarily consist of a vast horde of Hobgoblins riding giant wolves. The constant wars of the hobgoblins and the experience gained in fighting in the lands of the east have allowed them to excel at mounted archery, able to maintain a great deal of accuracy (for a Hobgoblin that is!) even while on the move.

Models with this special rule do not suffer penalties To Hit for Moving and Shooting. In addition, when using 'flee' as a charge reaction, Hobgoblins may Stand & Shoot before making their flee move.

COWARDLY DESPOILERS

Hobgoblins care nothing for fighting fairly, always seeking to take advantage of their foes in any given situation. Why risk one's life by meeting the enemy head on, when it's much safer to plunge a knife in their backs instead?

Units with this special rule gain +1 To Hit in the first round of combat if they successfully charge an enemy in the rear or flank. However, if they are themselves charged at all, they suffer a -1 to their Combat Resolution bonus in the first round of combat instead. This rule applies to the Hobgoblins themselves, including any Hobgoblin character in the unit, but not to their wolves.

TREACHEROUS GITS

Disreputable and fractious, Hobgoblins can turn on each other at any moment, and are highly unreliable unsupervised. This is a problem, which given a Hobgoblin's propensity for murderous spite and self-serving cowardice it is only their deep seated fear of their Khan that can enforce them back into some semblance of order.

Models with this special rule must test for Treachery at the beginning of each of your turns. Roll a D6. If you roll 2 or more, the unit has passed the test and may fight normally. If the dice roll is 1 then the unit has been affected by Treachery.

To determine what the unit does roll a D6 and consult the table below. Note that you do not need to test if the Hobgoblins are already engaged in close combat, fleeing, have pursued a unit of the table or are waiting in Ambush.

D6	Result
1	**Traitor!** The Hobgoblins decide the battle is turning for the worse and their services will be better served fighting for the other side. The Hobgoblins halt and shoot at the nearest regiment in their own army! Turn the Hobgoblins towards the unit and resolve the shooting immediately. Note that shooting due to Treachery is worked out before normal shooting. The Hobgoblins do nothing else this turn. If there are no troops within range, then the Hobgoblins do nothing this turn. They are prevented from moving and shooting while they argue about who to fight for. If the unit does not have a missile weapon, they will inflict D6 Strength 3 hits on themselves as they starts to backstab one another instead.
2-5	**We Stayz 'Ere!** The Hobgoblins refuse the shoot or charge the enemy, though otherwise they may act normally.
6	**Hiiyaaarrghh!** The Hobgoblins decide to fight till the bitter end! The unit unleashes their battle-cry and launch themselves at their foes, immediately moving towards the nearest visible enemy using the Random Movement (D6) special rule. If no enemy is visible, they instead move directly forwards. After the move is complete the unit must declare a charge in the Charge sub-phase against the closest visible enemy unit, if it is possible to do so. If the unit cannot declare a charge then it may carry on with the rest of its turn normally, as if it had not yet moved this turn.

KHANS

Hobgoblin tribes are ruled over by their cruel and conniving Khans, those Hobgoblins who have risen to a position of authority by cunning, treachery and, occasionally, victory in battle. Hobgoblins feel no loyalty to their Khans, but they at least respect and admire their ingenuity and resourcefulness and will follow them for as long as it seems advantageous to do so. The real trick to being a Khan is to keep the rest of the tribe believing that continuing to follow you is a better option than deposing you, and this is achieved through consistently providing plunder. In a way therefore, Hobgoblins really do follow successful leaders. However, the natural backstabbing instincts of Hobgoblins almost always resurface eventually, so even a powerful Khan must watch his back if he wishes to rise to the exalted position of Great Khan. These powerful tribal leaders pay homage only to the great Hobgobla Khan and may have other, lesser Khans fighting for them if their tribes are large enough.

By in large, Hobgoblins live short, brutal lives. Very few Hobgoblins have risen up to achieve any position of power as those that seem about to rise above the others are quickly undermined and dragged back down by their peers. Hobgoblins hate to be controlled, don't trust leaders and feel that anyone who is in charge must be tested until they fail. With such people serving under them, it is no wonder there are few Hobgoblin Khans throughout history worth any notice-- those that had potential were likely undermined and destroyed. However, those that can rise above such bickering underlings, those who can fight and achieve the glory and power that all Hobgoblins strive for are impressive individuals indeed!

Perhaps it is because of having t be the most dangerous, intimidating and vigilant of all leaders that some of the greatest heroes the Greenskin races have ever seen have come from the Hobgoblin hordes. Like a blade tempered in the greatest of fires, great Khans have to overcome the impossible merely to achieve their position, no enemy can hope to be a greater challenge to them than their own allies! Whether you call them great heroes, hated villains or merely the most deadly of mercenaries in the world, the facing the greatest amongst the Hobgoblins is indeed a great challenge! One that only the most fit and ready armies can hope to survive.

"Aye, some of us speak better than our uncouth brethren. Indeed, we do most things better than the others, except perhaps, die in droves. We leave that to the Goblins and the Orcs. My lads aren't particularly interested in falling on fields far from our beloved steppes, though we may be willing if the price is right. What are you offering? It will cost you extra if we have to leave anyone alive."
- CHOKNECH , HOBGOBLIN MERCENARY

Hobgoblins are led by the smartest and deadliest amongst them, the Hobgoblin Khans - the greatest of which carries the title of Hobgobla Khan. Hobgoblins are inherently rebellious however, only the most intimidating and vigilant may lead for long and those that do lead still have trouble getting their troops to behave on the battlefield.

The Hobgoblin Khan is a master warrior of the Hobgoblin force. Although their leaders are not the strongest or toughest, they hone their weapon finesse and skill to well beyond what many Orcs or Goblins aspire to. Hobgoblin Chieftains are some of the most skilled warriors. A lot of them go on to become notable heroes and villains. The Chieftains come from regular units and have simply honed their skills to the next level. They often do stick with others who practice similar skills.

	M	WS	BS	S	T	W	I	A	Ld
Khan	4	6	5	4	4	3	5	4	8
Chieftain	4	5	5	4	4	2	4	3	7

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Ded Shooty.

Quell Treachery: Any friendly unit joined by a Chieftain or within 6" of a Khan may re-roll failed Treachery tests.



SHAMANS

Hobgoblin Khans are usually advised by the mysterious called Shamans, figures of awe and dread throughout the Hegemony. Few Hobgoblins have the ability to wield the Winds of Magic. Fewer still survive the predation of their kin. When a Hobgoblin whelp shows signs of magical ability, he is sent off alone into the depths of the Warpstone Desert. It is not known exactly what strange physical and mental changes are wrought upon him during his pilgrimage, but when he returns he is cloaked in dark robes and possessed of a fearsome aspect.

Magic is not strong with their race, but they can make great use of their limited powers. Although it is certain that there was a time that Hobgoblin Shamans worshipped Gork and Mork much like their western cousins, exposure to Cathayan sorcery seems to have changed that as the eager, curious minds of the shamans delves into the arts of arcane magic.

Hobgoblin Shamans do not commune with their gods in the same way as their Orc and Goblin counterparts. While the Orcs and Goblins worship Gork and Mork, calling down the power of these Orcish gods to crush their enemies, the Hobgoblins use a different sort of magic. It is much more strange and mysterious, tainted by odd rituals and strange beliefs. Hobgoblin Shamans are capable of great feats of divination, and their crude spells are able to summon up dread spirits of the wild steppe. Hobgoblin magic usually revolves around trickery and cunning or mastery of beasts. However, recently the Hobgoblins have learned to use magic to bind and control the Wind Daemons commonly found in the Mourngul. Sometimes they bind these Daemons to magical items, sometimes they keep them on hand and use them in battle. However, the practice of mastering these wind spirits is becoming more and more popular amongst the Mourngul tribes.

Hobgoblins, for all their cleverness, are not particularly smart or studious learners and so even the most scholarly amongst them finds it difficult to try to match human's aptness in the magical arts. As such, there are very few sorcerers amongst the ranks of the Hobgoblins. However, despite their small numbers they have managed to master some impressive feats such as capturing and binding wind daemons and calling upon storms from the heavens. Their focus on the mind leads many to discover unlocked talent within themselves. Shamans are often spell casters with very little experience and know most of their magic through instinct.

More often than not, the destiny of the Hobgoblin race is guided by the efforts of the Shamans, and it is said that the Great Hobgobla Khan keeps a cabal of powerful Shaman Elders with him at all times to both advise him and to keep him safe from potential rivals. The frequency with which they fail in this latter task implies either that they aren't as powerful as they'd like the rest of the Hegemony to believe, or that they have some other aim in mind that does not always fit in with the plans of the current Hobgobla Khan.

The most mysterious ability of the Shamans is the relationship with the Dread Maws, which they are somehow able to summon and control. Such abilities are disturbing, even to the dastardly Hobgoblins, and so Shamans are the only ones of their race able to avoid being betrayed or killed – except by other Shamans.

	M	WS	BS	S	T	W	I	A	Ld
Shaman Elder	4	3	3	3	4	3	2	1	7
Shaman	4	3	3	3	3	2	2	1	6

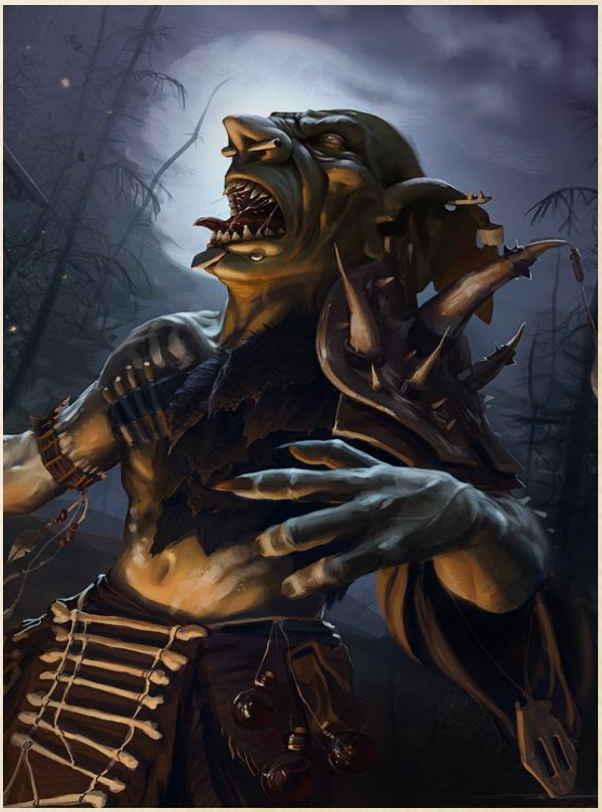
TROOP TYPE: Infantry (Character).

MAGIC: A Shaman is a Wizard who uses spells from the Lore of Fire, Lore of Beasts, Lore of the Heavens, or Lore of Shadow or Lore of the Spirits.

SPECIAL RULES:

They's Ain't Righ' in da 'Ead: *Shamans are looked down on with suspicion by the other tribe members, even though the magic power they wield means they still command some respect.*

No units may ever use the Leadership of a Shaman Elder or Shaman, and they may never be the army's General.



HOBGOBLIN WARRIORS

The hobgoblins are a greenskin species that is the exception for many of the preconceived notions for the green-skin races. Physically they appear every bit as dirty, sneaky and devious as their natures reflect. They tend to be slightly shorter and slimmer than humans. Their large heads are have long pointed noses, large bat-like ears, dagger sharp teeth and feral eyes. They have greasy, scraggly black hair and some even grow facial hair. Their shoulders are hard and ridged, often scarred with wounds. Their skin ranges from moss to emerald green depending on tribe and region.

Hobgoblins are naturally cowardly and treacherous creatures and as much as they enjoy placing a dagger into the back of a victim, shooting an arrow from far away often serves them just as well. Like Goblins, Hobgoblins are respectable archers and their large size allows them to wield bows looted from human and Elven warriors.

Archery is also a way of life for many Hobgoblin tribes who live on the steppes and feed upon the grazing animals. Even their fast wolfen steeds have trouble keeping up, but no elk can outrun a well-placed shot from a bow. When these hunters go to battle, the Hobgoblin hunting parties take their bows with them and take down approaching enemies from afar. In the Hobgoblin raiding force, these long ranged attacks do much more to support the wolf riding frontlines by picking off dangerous but vulnerable targets.



Hobgoblin archers are renowned for their skill amongst the green skin race and often beyond. Hobgoblins almost never farm and so a good portion of their diet comes from hunting. The large, elusive game of the winter plains demands that huntsmen be both fast and accurate, without these skills the tribes would most certainly starve. Those that take to the battlefield armed with their bows are often the most skilled and respected hunters of the tribe.

Those unfortunate Hobgoblins who cannot afford or are forbidden a wolf to ride are reduced to fighting on foot. Hobgoblin Warriors fight with sword, spear or bow, but most Khans treat them as entirely expendable, throwing them into battle in the hopes that they will simply blunt the enemy's attack.



These are the standard warriors of Hobgoblin hordes of any variety. Warriors are often the lowest ranked of all the units and they take the least amount of skill or practice. Many are young and only started out while others are those who have survived long enough to become old and grey.

Of all Goblin kind, Hobgoblins are rightly regarded as the most devious, cowardly, treacherous and outright murderous, and are utterly distrusted even by their fellow greenskins. These backstabbers and cutthroats habitually go around armed with all manner of man-stikkas, blades, daggers and razors, and for every knife they wear openly, it can be wagered there's at least a few more you can't see concealed about their person, just ready to be plunged into an unsuspecting foe's back.

	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin	4	3	3	3	3	1	2	1	6
Hobyar	4	3	3	3	3	1	2	2	6
Sharp Eye	4	3	4	3	3	1	2	1	6

TROOP TYPE: Infantry.

SPECIAL RULES: Treacherous Gits.

Backstabbers: If a Hobgoblin infantry unit with the Backstabbers special rule is at least 10 models strong and successfully restrains itself from pursuing an enemy that has broken in close combat, it immediately causes D6 Strength 3 hits on the fleeing unit before it moves for every 10 full models in the Hobgoblin unit. Wounds from this attack are distributed as wounds from shooting attacks and may be saved normally.

WOLF RAIDERS

The vast majority of the fighting strength of any Hobgoblin tribe is made up of vicious Wolf Riders. Eclipsing all but the finest Elven cavalry in sheer speed and manoeuvrability, Hobgoblin Wolf Riders are the terror of the Eastern Steppes. Usually armed with bows, but equally at home with curved blades or long spears, Wolf Riders run circles around their enemies, often ambushing from the flanks or scouting ahead of the main force, attacking by surprise from behind a ridge or ragged copse. Once they have engaged, all pretence of stealth disappears, and the Wolf Riders concentrate on sowing havoc and fear in their hapless victims.

The strapping chargers that Men and Elves ride in the west will have nothing to do with Hobgoblins or their ilk. Hobgoblins are cruel and malicious as well as obscenely foul smelling, causing horses to shy and buck from such despicable creatures, and who can blame them? Like their Goblin cousins, Hobgoblins ride the backs of huge, snarling wolves in the manner of Men riding horses. These ferocious beasts have been the enemies of Mankind for centuries, raiding small towns and villages in huge bloodthirsty packs. As a result, Humans have always hunted marauding packs of Giant Wolves in order to protect their homes from vicious assailment.



Giant Wolves are the most common predator found in the steppes. They come in a myriad of colours and shapes, particularly those that have been domesticated by Hobgoblins for many generations. Giant Wolves serve as the mounts for Hobgoblins much as horses do for humans and you can be certain that in any Hobgoblin army worth its salt one will find hundreds of Giant Wolves being ridden to battle.

Hobgoblins and wolves enjoy an almost symbiotic relationship on the Eastern Steppes. A Hobgoblin is not a true warrior unless he rides on wolf back, and no Hobgoblin would follow a Khan who walks on his own two feet. By the same token, a Great Khan will often break a Gigantic Wolf to the saddle to serve as his mount. These huge, vicious mutant wolves are the ultimate status symbol for a Khan, as these beasts can rip almost any foe to pieces, while retaining all the speed and agility of their smaller cousins.

The malign demeanour of these great wolves means that they share a kindred spirit with the sinister disposition of Hobgoblins and Goblins. They are natural companions for those that plunder and pillage, slaughter and slay, and so over the centuries Hobgoblins and Giant Wolves have created an alliance of convenience. The Hobgoblins ride atop the feral wolves scouting out settlements to raze and encircling confined foes with their vast speed. In return, the Hobgoblins provide their lupine steeds with fresh meats and sufficient shelter.

The Hobgoblins seem to have a natural affinity for dealing with carnivorous animals and every Hobgoblin horde has some giant wolves to ride into battle. The Hobgoblin cavalry is feared throughout all the lands that they inhabit and the Hobgoblin Khanite armies are made almost entirely of Wolf Raiders.

	M	WS	BS	S	T	W	I	A	Ld
Wolf Raider	4	3	3	3	3	1	2	1	6
Minghan	4	3	3	3	3	1	2	2	6
Giant Wolf	9	3	0	3	3	1	3	1	3

TROOP TYPE: Cavalry.

SPECIAL RULES: Treacherous Gits, Cowardly Despoilers, Ded Shooty, Fast Cavalry.

"Dere's nuthin' in life as proper as hunt'n from da back of a 'ard taught wolf. Dere speed n' grace makes da world flow by as a dream. Prey who manage to give a good fight n' die with some dignity are way better dan dose wot scream and soil der britches, but I take whatever I catch all da same..."

- Brodai, Hobgoblin Warrior

KHARASH

Tens of thousands of slaves toil in the fields of the Eastern Steppes. Condemned to a lifetime of depraved, gruelling labour and malnourishment, these broken thralls are beaten and battered while toiling day and night on empty stomachs, given only the minimum scraps of mouldy bread and rancid water to keep them all but dead. The bulk of the slave labour is made up Cathayan peasants, Hobgoblins hostile tribes, and Gnoblars from the Mountains of Mourn. Charged as the overseers of the slaves are the Slavedrivers, who take great delight in bullying and torturing the thralls.

When the Hobgoblins go to war, they bring with them hordes of slave. The Hobgoblins see to it that the thralls marching to war, though treated poorly, are equipped with appropriate war gear for although the lives of these slave mean nothing to them, a well-equipped warrior proves more valuable than an ill-equipped one.

A commonly used tactic is the use of what is called the "Kharash". During a battle the Hobgoblins will gather a crowd of local residents or soldiers surrendered from previous battles, and drive them forward in front of them. These "human shields" often take the brunt of enemy arrows, crossbow bolts and artillery, thus leaving the Hobgoblin warriors safer.

	M	WS	BS	S	T	W	I	A	Ld
Kharash	4	2	2	3	3	1	3	1	3
Slavedriver	4	3	3	3	3	1	2	2	6

TROOP TYPE: Infantry.

SPECIAL RULES: Expendable.

HOBHOUNDS

Hobhounds are as common companion to the Hobgoblins as their wolf mounts. They have been associated with Hobgoblins for as long as the empire has known such creatures existed. They were once believed to be wolves that were tainted by chaos in the first incursion, however they don't seem to carry any chaos taint and are far more likely large cold-climate hyenas.

Hobhounds are bull-headed brutes with broad squat bodies as massive as a horse. Their fur is close and black, their legs are crooked, and their heads squashed like that of a bull mastiff. A hobhound's teeth are razor-sharp. They are nearly as large as horses with wide, squat bodies, hard ridged shoulders, shorter front legs, short wide muzzles and a large bite capable of easily crushing through bones. They are shaggy and their fur colours range from reddish brown to yellow to gray ranging from dark to almost white. Their fur is usually adorned with large spots and sometimes stripes as well.

The Hobgoblins came across these beasts and began to domesticate them to be used as attack animals. Although Hobhounds are most commonly seen by the side of Hobgoblins, it is now known that they travel in packs across the Mournguld tundra feasting on the carrion kills of large predators after driving them away from their own kills.

Even domesticated, the Hobhound is vicious and temperamental creature that must be treated with respect. A wild Hobhound is completely unapproachable and domesticated ones can easily tear a limb off of the careless. In the wild, they are barely-controlled whirlwinds of teeth and claws, but a Hobgoblin that is so inclined can break them to his will. Packmasters, as these driven individuals are known, are that most unusual thing in Hobgoblin society – warriors able to pursue a goal that is beyond immediate reach. Packmasters are thought of as very strange by their fellows, but no one can deny the advantages of a pack of slavering Hobhounds on the flank. A good Packmaster can control his charges with only a snarled command, curbing their natural bloodlust and directing them towards the right targets. When they close, Hobhounds will open their ravening maws and take a huge chunk out of a limb or, if the victim is unlucky, simply rip off their heads. At this point, a Packmaster will let his pets indulge their killer instincts and savagely rip apart their prey in an orgy of blood and fangs.

	M	WS	BS	S	T	W	I	A	Ld
Hobhound	7	3	0	3	3	1	3	1	3
Packmaster	4	3	3	3	3	1	2	1	6

TROOP TYPE: War Beast (Hobhound), Infantry (Packmaster).

SPECIAL RULES: Skirmishers, Expendable.

Release the Hounds: At the start of any Movement phase, you may choose to release the Hobhounds. If you do so, the Hobhounds will form a separate unit from the Packmaster, and act independently from then on. Once the Hobhounds are released, they will be subject to Frenzy.

RAVAGERS

Not all Hobgoblins are content with simply being fast and hitting the enemy as a pack. There are those, often the larger and stronger amongst them, who begin to share the Orc's predilection for being the baddest, fastest, nastiest combat monster they can become. In order to achieve this goal, these warriors are willing to try anything, including strange and misunderstood toxins boiled up by their Shamans.

Many Hobgoblins are poisoned or find themselves too sick to go out to battle after trying some of these potions, however those that do survive the process often leave their enemies with visions of wild, raving green monsters riding nightmarish wolf beasts, beheading and devouring all that lay in their path. The Ravagers go into a state of fury and zeal that gives them an unholy strength allowing them to rip through ranks of enemies that would cause a normal wolf rider to pause.

When the Hobgoblin tribes settled on Eastern Steppes, they domesticated the Hobhounds and the Ravagers now even use them as mounts. Perhaps the Hobgoblins saw something in themselves in these ferocious and opportunistic beasts.

These crazed fighters go un-armoured into battle caring nothing for their own safety (as little as a Hobgoblin can at least), swinging their two handed axes of paired scimitars at the foe in a reckless fashion. While they may be prone to dying in high numbers, the amount of damage these maniacs and their mounts can cause should not be underestimated.

	M	WS	BS	S	T	W	I	A	Ld
Ravager	4	3	3	3	3	1	3	1	6
Orlok	4	3	3	3	3	1	3	2	6
Hobhound	7	3	0	3	3	1	3	1	3

TROOP TYPE: Cavalry.

SPECIAL RULES: Treacherous Gits, Cowardly Despoilers, Fast Cavalry, Frenzy (including Hobhounds).

"Their war cries came to us first; shrieking calls and piercing whistles mixed with the baying of wolves echoed over the ridge. We smelled them next, their stench carried on the foul winds that blew from their steppe homelands far to the east. A gaunt lone figure came over the rise, mounted on a massive wolf. He paused at the crest of the hill to stare down at us for a time. Finally, he raised a horn to his lips, sounded one echoing blast, and then charged our lines without hesitation. When his mount had loped perhaps a dozen paces in our direction, his troops flowed over the horizon like a wave. Their battle line stretched as far as I could see in both directions. Hundreds of Hobgoblins riding hundreds of wolves. They fired arrows as they came and such was their skill that far too many found their mark even though they raced forward over uneven ground as they shot. I have stood against many foes, but few as fell as the Hobgoblin troops of Zhorag Khan."

- OTMAR ESSEL, KISLEVITE WARRIOR



TARKANS

The Hobgoblins are raiders, burning and plundering their way through every settlement they come upon. They ride hard, hit with surprise, and can withdraw quickly if the situation is not advantageous. Chief among these raiders are the Tarkans, Hobgoblins who make a name out for themselves by plundering villages and towns getting rich of the loot acquired from these. Apart from taking anything of value, the Tarkans also stand for most of the Hegemony's slaves, capturing those suitable for work, or at the very least, living shields, as the poor saps try to escape their burning settlements.

Carrying torches as their primary weapon, Tarkans use these to put houses ablaze before riding on. The mobility of the Tarkan warriors makes them devastating raiders, but their light cavalry status puts them at a disadvantage against heavily armoured enemies in close combat. While a torch might not be the most efficient weapon in combat, the Tarkans have learned to use it to great success, harrying enemy supply trains, setting fire to carts, chariots and war machines in order to cause chaos and weaken the enemy army.

	M	WS	BS	S	T	W	I	A	Ld
Tarkan	4	3	3	3	3	1	2	1	6
Pasha	4	3	3	3	3	1	2	2	6
Giant Wolf	9	3	0	3	3	1	3	1	3

TROOP TYPE: Cavalry.

SPECIAL RULES: Treacherous Gits, Fast Cavalry, Cowardly Despoilers, Flaming Attacks.

Burn it down! Whenever a unit of Tarkans moves within 6" of a building or forest they may set it on fire by throwing their torches at it.

For the rest of the game, every unit within that building or forest will take D6 Flaming Strength 4 hits at the start of every turn for as long as they remain there.

Tarkans may also throw their torches 6" against war machines and chariots. Roll to Hit as if they were using a throwing weapon. War machines and chariots take D3 Strength 4 hits for every torch that hits.

Gorduz Backstabber squinted at the worn dice and cursed his ill fortune for the fifth or sixth time that evening. The other players sniggered with poorly concealed amusement as Tarka scooped the entire post and brashly swapped the entire pot whilst Gorduz wasn't looking.

"Dice not runnin' wiv' ya tonight Gorduz!" sneered Tarka as he spat on the bone cubes for luck and made ready to throw them across the crude wooden table.

Gorduz narrowed his eyes to tiny slits and fi ngered his dagger.

"Yunno what they say, Tarka. Lucky at dice, unlucky at gettin' back to your own tent without 'aving a nasty accident."

Tarka grinned nervously and cast the dice. The dice span crookedly, did a little pirouette, and wobbled to reveal a slightly uncertain double crossed daggers. Groduz began to go purple.

Tarka hurriedly reached over to retrieve his dice. With a guilty clatter two other dice fell out of his sleeve.

"Ooops!" said Tarka.

"Ooops?" gaped Gorduz.

"Arrgh," cried Tarka as Gorduz' curved dagger buried itself between his shoulders. The wounded Hobgoblin howled like a beaten cur, and staggered backward out through the door and into the night. Fortunately for Tarka the shoulder blades of Hobgoblin-kind had long since evolved into a bony hump.

Whether this was fortuitous or a result of natural selection was hard to say. Such wounds rarely proved fatal. In fact, this being the way amongst them, most Hobgoblins bore deep scars between their shoulders.

Gorduz scowled at the loaded dice and cursed the foul trickery that had almost robbed him of a small fortune. The other Hobgoblins shuffled uncomfortably and tried hard to avoid Gorduz' accusing gaze.

"I suppose." said Gorduz, "None of you lot knows anything about this."

The Hobgoblins frowned and shook their heads vigorously. They tried hard to look puzzled and outraged. They succeeded only in looking even more shifty than normal. Gorduz fixed each of his companions with a withering glare, making a mental note to sort them out when the opportunity arose.

"Fair do's," calmly announced Gorduz, as he cunningly pocketed the crooked dice. "We'll say no more about it then and we'll be 'avin another game tomorrow night, won't we lads?"

MANGUDAI

Wolf riders are the heart of the Hobgoblin army. Many Hobgoblins would dare to say that a Hobgoblin without a wolf is not a true Hobgoblin. The greenskin creatures are born to ride, from a young age they start building life-long bonds with their animals. They show a care towards their vicious animals they don't show to their own comrades in arms, making them their only confidants.

The pride of the tribes, the Mangudai combine riding and marksmanship into an incredibly deadly combination. A Mangudai trains with his wolf mount constantly, and the pair become effectively one entity on the battlefield. Intelligence is the essential trait in an archer's mount, as it must be able to anticipate and react to the rider's needs.

Firing a bow and striking a target at range is difficult enough without the motion of a mount to complicate the process. All Mangudai are taught the use of a recurve bow from a very early age. Those that demonstrate an unusual proficiency with the weapon and an adequate grasp of horsemanship are given special training.

The few that take to the art with sufficient skill are elevated to near celebrity status. The typical Mangudai can easily bull's-eye targets at great range from horseback under full gallop. The best of the Mangudai can fire off entire volleys in seconds, each striking different targets.



The combination of speed and range gives the Mangudai a tremendous advantage on the battlefield. Walking troops have virtually no chance of catching them, and foot-based archers cannot outdistance a unit that can cover great distance, loose a volley, and retreat. Enemy armies are often exhausted and shattered without ever coming to grips with the elusive Mangudai.

	M	WS	BS	S	T	W	I	A	Ld
Mangudai	4	3	4	3	3	1	2	1	7
Bahdur	4	3	5	3	3	1	2	1	7
Giant Wolf	9	3	0	3	3	1	3	1	3

TROOP TYPE: Cavalry.

SPECIAL RULES: Treacherous Gits, Fast Cavalry, Cowardly Despoilers, Ded Shooty, Multiple Shots (2).

Hobgobla Khan rules the Great Steppes, keeping his hordes in alliance with the Chaos Dwarfs through cunning and strength, but also with the loyalty of tribal leaders amongst the hobgoblins. Such loyalty can be trusted only so far, as any individual Khan may attempt to usurp the current Hobgobla, usually by gaining respect from the other chieftains and thus rising to take the position for themselves, before assassinating the previous incumbent.

Such was the way for Maglah Khan, who had planned for months and accumulated enough followers to make his play, yet perhaps it was the duplicitous nature of the hobgoblins or simply bad timing, but Maglah and the surviving members of his tribe were forced to flee after the Hobgola ordered their deaths.

Taking to the Steppes and staying at least two steps ahead of any pursuers, Maglah Khan is now mercenary and guide to any who would need both and seek his aid. Astride Denglesh, his wolf steed, Maglah performs these roles easily, the few survivors from his tribe riding point and rear, but woe betide any who forget the basic nature of a hobgoblin, for Maglah and his men are as likely to run at the first sign of trouble as they are at the merest hint of incoming hobgoblins. More so if you pay them beforehand.

KHESHIG

Assassination is such an inevitable part of Hobgoblin life that few of their leaders even bother to protect against it. Most of them got where they are by killing their superiors, and if a Khan can't watch his own back, he deserves everything he gets. Some Great Khans though, tempered by years of bitter experience, take a more practical view. Loyalty is an unheard-of concept in the Hobgoblin Hegemony, but if a Great Khan can offer sufficient rewards, he can ensure that his most accomplished followers will protect him from harm, even if it might not seem in their best interests to do so. These forward-thinking Hobgoblins are known as Kheshig, an ancient honorific title dating back to the founding of the Hegemony by the first Hobgobla Khan. They form a bodyguard for their Great Khan or Khan and will usually stick by his side for as long as he is successful, or can convince them he has a plan to ensure future success. It is unsurprising that Kheshig often rise to become Khans themselves, for only Hobgoblins capable of a modicum of planning beyond the next double-cross can prosper and become tribal leaders.

Like all true Hobgoblins, Kheshig fight from the back of giant wolves, but they are even more skilled than their fellows. Savage in combat and steady with their bows, Kheshig are the fearsome core around which any great horde is built. A Great Khan or Khan almost always rides into battle with his Kheshig, as this is the only way to make sure they definitely stay on his side for, despite their reputation for loyalty, Hobgoblin history is filled with stories of Kheshig who sold their services to a rival Khan as soon as their current chieftain's back was turned.

THE BATTLE OF SHOLMOHS

The Hobgoblins, speak in their raspy and harsh voices of an ancient battle, where the fate of their race was determined. An epic clash between the Hobgoblins and the tiny daemonic Sholmohs, the battle is known as the Battle of Sholmohs. The wrinkled dregs and wretches of the plains tribes often tell the saga to the violent Keshiks to entertain them during times of relative peace.

The myth talks of two armies pouring over the steppe towards each other like two gigantic waves, ready to crash and spray dark red and black blood into the air. One host contains all the remaining Hobgoblins of the world, ready to repulse the demonic sholmoh cohort and save themselves from a bloody and horrific destruction. These sholmohs, as the legend goes, were actually the darker side of the Hobgoblins, and they were in this world instead of their fiery otherworld to take the Hobgoblins' place as a race of the world instead of being their mere shadows reflected in another place.

With the cunning of their great sun-branded god, Beg Tsethulu, behind them, the Hobgoblins slew all the sholmohs and claimed the steppe as their own. This tale which is barked among nomads and Khans alike only reflects the truth of the myth, which is indeed a far more powerful story.

The Kheshig are the closest the Hobgoblins have ever come to true "Knights". They are the elite chosen wolf riders who serve as the inner circle and enforcers to the Khans. They wear the best scavenged armour, they are highly decorated - even armour for their loyal wolves is made. The Kheshig are surprisingly calm, collected and focused for Hobgoblins. With their mission in mind they race across the battlefield in a lightning fast formation, break down all that is in their way and seize the wealth for themselves.

This unit is often made the vanguard of the army and often prove themselves above all the others in battle. The leader of this unit may well be on his way to becoming a Khan himself. This unit would be marked by waving the colours declaring themselves as the Khan's chosen. Of course, it is quite likely that the Khan only wishes to make a target of those he sees as potential threats to his rule of power.

	M	WS	BS	S	T	W	I	A	Ld
Kheshig	4	4	3	3	3	1	3	1	7
Cherbi	4	4	3	3	3	1	3	2	7
Giant Wolf	9	3	0	3	3	1	3	1	3

TROOP TYPE: Cavalry.

SPECIAL RULES: Cowardly Despoilers, Ded Shooty, Vanguard.



SNEAKY GITS

Most notorious amongst the treacherous Hobgoblin tribes of the Dark Lands is a breed of Hobgoblin that excels at backstabbing and double-dealing in such a way that it makes other Hobgoblins look trivial in comparison. This tribe, known as the Sneaky Gits, is made of the most wickedly fickle and traitorous Goblinoids around, resulting in the Sneaky Gits becoming the most powerful greenskin tribe of the entire Dark Lands.

Long ago, the Sneaky Gits tribe enjoyed the boon of Great Ghulam Khan, the founder of the Hobgoblin Dominion of the Eastern Steppes. There the Sneaky Gits bullied and tormented the other Hobgoblin tribes, under privilege and protection of the Khan's favour. One evening the Sneaky Gits Chieftain, Sneekgut Snaketoof, was invited to dine in the enormous tent of Ghulam Khan. Sneekgut's assistant, Snut, who would accompany him, was to poison the Great Khan's drink. Afterwards, Sneekgut would loot the dead Khan's regalia and masquerade as the ruler of the Steppes. However, Snut decided to poison Sneekgut instead, in attempt to become the chieftain of the Sneaky Gits. Betrayed by his own confident, Sneekgut drunk the poison and the Sneaky Git plot to assassinate Ghulam Khan was revealed. Hundreds of Hobgoblin Sneaky Gits were executed before finally fleeing westward, banished from the lands of the Steppes.

In the Hegemony the Sneaky Gits have now began to migrate back in smaller numbers, and are fairly evenly distributed throughout Hobgoblin society where they form a distinct caste. The Sneaky Gits are distillers and purveyors of poisons and, more profitably, assassins for hire. For Hobgoblins, assassination is a noble trade and the Sneaky Gits are thus highly honoured, in the fashion of Hobgoblins.



Sneaky Gits wear dark cloaks of purple and black and carry several curved daggers coated with the deadliest poisons known to man, derived from a mushroom called Kervalt. They fight using two long, curved daggers which are ideally suited for stabbing their enemy in the back. In battle, Sneaky Gits form units of their own and they fight on foot, as this makes it much easier to attack in their preferred style. Sneaky Gits have developed a distinctive, slippery fighting style that allows them to slide around and behind enemies, seemingly multiplying their numbers as they attack from all sides.

	M	WS	BS	S	T	W	I	A	Ld
Sneaky Git	4	3	3	3	3	1	2	1	6
Backstabber	4	3	3	3	3	1	2	2	6

TROOP TYPE: Infantry.

SPECIAL RULES: Treacherous Gits, Backstabbers, Poisoned Attacks.

Dirty, Rotten, Sneaky: *In battle the Sneaky Gits rely upon an envelopment tactic to catch their enemy off guard. The front rank of the Sneaky Gits' formation keeps the enemy busy while the rear ranks dash round the sides to attack the enemy from the side or rear.*

After each round of combat is fought, the Sneaky Gits may Fight in an Extra Rank each turn for as long as they are in combat with that enemy. So after one turn they fight in one additional rank, after two turns they fight in two additional ranks, and so on.

"They chose wisely, in the end. The Black Orcs never would've treated them as we do. I think they make for the finest cannon fodder. Indeed, they have been fodder for Hellcannons. Their speed in unquestionably the most impressive train about then. Certainly not the speed of their thoughts, of course, but of their mounts. We often range our cannon by gauging the movement of their forward lines. If a few of them get annihilated in the initial ranging shots, no great loss. None of us are under any illusions though. We regard them as eminently expendable. They betrayed their own, they will certainly betray us. In fact, many of their boldest Khans have made it quite clear that they will happily flee allowing us to be overrun if a battle ever turns against us. The arrangement is more than suitable. We detest them, they detest us, but all of us hate everybody else more."

- Halgir Ashbrewer, Chaos Dwarf Engineer

WAR WAGONS

Some Hobgoblin tribes are so large and have amassed so much plunder that is not practical for them to carry everything on their wolves. For this purpose, they developed a kind of chariot known as a War Wagon. A War Wagon is a wagon that once travelled along the Silver Road and has now been transformed into a weapon of war. Principally used for transport rather than battle, a War Wagon is somewhat heavier and more solidly constructed than its Goblin counterpart, often featuring a small tent mounted on its bed so that a particularly ostentatious Great Khan may travel in comfort. Like the ramshackle chariots built by Goblins, the Hobgoblin War Wagon is pulled by giant wolves, so it is no surprise that it has found a use in battle.

A number of the more cowardly Hobgoblins ride inside, shooting or using their spears to strike at the enemy from the relative safety of the wagon as several Giant Wolves pull the wagon across the battlefield.

In keeping with their mobility and nomadic nature, Hobgoblin tribes set up a bolt thrower inside the War Wagon itself rather than merely bringing them to the battlefield and setting them in a fixed location. Like all chariots, a War Wagon is devastating on the charge, but some Hobgoblin tribes have discovered that mounting a bolt thrower on it turns it into a mobile firing platform, allowing these usually cumbersome war machines to keep pace with the rest of the horde.

	M	WS	BS	S	T	W	I	A	Ld
War Wagon	-	-	-	4	5	4	-	-	-
Crew	-	3	3	3	-	-	2	1	6
Giant Wolf	9	3	0	3	3	1	3	1	3

TROOP TYPE: Chariot (Armour save 3+).

SPECIAL RULES: Ded Shooty.

Mobile Artillery: The War Wagon Bolt Thrower is a bolt thrower with the following profile, and can be fired by one of the War Wagon's crew in place of his bow, even if the War Wagon moves.

Range:	Strength:	Special Rules:
24"	5	Multiple Wounds (D3)



SPEAR CHUKKAS

The most common war machine Hobgoblins construct is the potent spear chukka - a giant, lever-operated bow that fires huge bolts capable of penetrating deep into ranked formations of troops, skewering masses of soldiers at once or even dispatching a large beast in a single deadly shot. Artillery is not well suited to the Hobgoblin style of warfare. However, every Khan finds himself in need of the devastating hit that such machines can deliver. Some of the larger tribes make use of large bolt throwers, hammered together from wood and metal, and mounting a specially modified spear or harpoon. Hobgoblin Khans find that Speak Chukkas are easy enough for his boyz to operate, and perhaps more important, they can be deconstructed, transported in pieces light enough to be pulled by a wolf and cart, and quickly reassembled when they are needed. Thus though Speak Chukkas may be the only war machine that one commonly sees amongst Hobgoblin armies, it has become quite common place for almost all Hobgoblin Khans to have a couple at their disposal simply out of practical necessity. They are often crudely constructed and often don't last too many battles, however as Hobgoblins are quite proficient at hitting targets with them and they usually turn out to be more than worth the effort it takes to construct new ones.

Some of the largest tent-cities, such as that occupied by the Great Hobgobla Khan, are defended by whole batteries of these crude war machines, which are set up on rough emplacements surrounding the sprawling camp.

	M	WS	BS	S	T	W	I	A	Ld
Speak Chukka	-	-	-	-	7	3	-	-	-
Crew	4	3	3	3	3	1	2	1	6

TROOP TYPE: War Machine (Bolt Thrower).

ROKKIT LAUNCHAS

A natural development of the bolt thrower, the Rokkit Launcha is a simple device that swaps a spear for a battery of crudely designed rockets. Hobgoblin tribes trade for gunpowder with the Chaos Dwarfs, or simply steal it from Cathayan caravans. The fact that they work at all is surprising enough, the fact that they are not very safe for the crew operating the Rokkit Launcha less so. The career of operating one of these war machines tend to be a short-sighted affair, as either the machine is likely to blow up, or a hapless Hobgoblin might get stuck and sent up into the sky with the missile in question. Their rockets are unstable and dangerous, but effective when they work, and so the Rokkit Launcha has found a place in some Hobgoblin hordes.



	M	WS	BS	S	T	W	I	A	Ld
Rokkit Launcha	-	-	-	-	7	3	-	-	-
Crew	4	3	3	3	3	1	2	1	6

TROOP TYPE: War Machine (Stone Thrower).

SPECIAL RULES:

Rokkits: The Rokkit Launcha fires using the following profile:

Range:	Strength:	Special Rules:
48"	4	Multiple Wounds (D3)

If a Misfire is rolled when firing, consult the Rokkit Launch Misfire Chart below:

ROKKIT LAUNCHA MISFIRE CHART

D6	Result
1-2	**Kaboom!** *Oops! Looks like one of the crew accidentally ignited the supply of gunpowder by mistake!* Remove the Rokkit Launcha and its crew as a casualty.
3-4	**Minor mishap.** *The firing platform seems to be somewhat misaligned or one of the crew gets a stream of fire from the rocket in his face.* The Rokkit Launcha takes one wound and may not fire for two turns while the crew sort out the issue.
5-6	**It won't light!** *The fuse refuses to light, resulting in the crew having to argue about whose fault it is for a while.* The Rokkit may fire normally the next turn.

SCORPION RIDERS

The immense Giant Scorpion is one of the largest steppe predators. Capable of stinging with blinding speed, this creature is constantly on the hunt. They are likely to attack any creature that approaches. Giant Scorpions usually charge when attacking, grabbing prey in their pincers, then lashing their segmented tails forward to kill their victim with injected venom. They can grow to immense sizes, some even as big as watch towers. Usually black in colour, they are covered by a thick chitin that acts as natural armour. The stinger in their tail injects a deadly poison into their targets, and their claws can easily snap a man in half.

Giant scorpions normally feed on other giant vermin, as well as large mammals that they paralyze with their venom, but they will attack and eat any living creature that ventures too close. Giant scorpions live in underground burrows, either as solitary hunters or in small colonies, and will sometimes take up residence in man-made ruins or dungeons if food is plentiful. Giant scorpion colonies are usually made up of scorpions from the same brood that have yet to strike out on their own.

Giant scorpions engage in complex courtship rituals when they mate, grasping each other's pincers, arching their tails, and performing a circular "dance." Soon after mating, the male usually retreats to avoid being cannibalized by the female. Female scorpions do not lay eggs; they give birth to live young in broods of a dozen or so. The mother carries her brood on her back until the young are old enough to fend for themselves and hunt their own prey.

Some of the most skilled animal handlers amongst the Hobgoblins manage to rein and tame these beasts before they grow too large, while others who have become extremely wealthy and successful may well purchase a Giant Scorpions from a beast master.

"Oi! Dey's not propa Greenskins a'tol are dey? Deys an alright shade 'o green I'll grant and dey's shifty enuff fer gobbos, but dat's all dat's right about 'em. Dey use poison! Poison! Like one 'dem stink'n Ratment! Da miserable gits sneak about and always go in fer two quick shivs in da dark. Never a propa scrap has ever come from dem Hobs, I'll warrant. Dey play at being stuntie lackeys and dey cheat at dice. Still, dey's handy fer soaking up arrers when no others are 'round."

-Warboss Clangor Gorespiller

The Scorpion Riders are group of Hobgoblin warriors who work together, but serve no single Khan. Riding atop raised and trained Giant Scorpions, their might and prowess is unparalleled and famous throughout the steppes. They are considered the most dangerous and fearsome of all the Hobgoblin tribes, made up of highly skilled former wolf riders and the greatest beast masters gathered from many different tribes and forces, many fledgling warriors dream of one day joining their ranks. Although the Scorpion Riders are relatively disciplined, their appearance tends to cause others to glower with envy and so they often still get pulled into the squabbling and posturing that tends to undermine Hobgoblin plans. Khans desperate to win battles or claim the most valuable of prizes bid furiously against one another to get the tribe to send out just a small group of their powerful warriors - and one small group is all any Hobgoblin Khan has ever really needed to get the job done.

	M	WS	BS	S	T	W	I	A	Ld
Scorpion Rider	4	4	3	3	3	1	3	1	7
Bagatur	4	4	3	3	3	1	3	2	7
Giant Scorpion	7	4	0	5	5	3	3	3	5

TROOP TYPE: Monstrous Cavalry.

SPECIAL RULES: Treacherous Gits, Cowardly Despoilers, Killing Blow (Giant Scorpion only), Poisoned Attacks (Giant Scorpion only), Natural Armour (5+).



DEATHCLAWS

Deathclaws are large beasts the size of Ogres, covered in fur to protect them from the cold climate of the steppe nights. Massively strong, they can rip apart men like parchment, and their hands and feet end in large, vicious claws that they use to eviscerate their prey. Each of these claws is the size of long swords, and they can cut through armour as well as bone with ease. Believed to be a distant relative of the Trolls, Deathclaws can also reknit open wounds very quickly, making them hard to bring down without flaming weapons.

Deathclaws dwell in the many caves and hills that litter large areas of the Hobgoblin Hegemony, only emerging in search of food or to protect their territory. They feast upon anything they can get their claws on; from smaller animals and wolves to the unlucky Hobgoblin that might stray too close. Even the odd Ogre or Rhinox can be the target of their attacks, with the Deathclaws wandering into the Mountains of Mourn every now and then.

As fierce as they are, Deathclaws can be domesticated – to a point. Many Hobgoblin tribes lure these beasts out of their caves by leaving rotten meat outside; only to then capture them (an affair that rarely ends without the life of at least one less careful Hobgoblin lost) using nets and spears before dragging them back to their camps. Here the Deathclaws are kept suitable starved in pens and cages, until each of them have been broken down to accept the Hobgoblins as their masters. This process can take a long time, and in some cases, the Deathclaws are just too feral to ever obey, in which case they are put down. Those that do learn to follow their new master's command will then be trained to be used as beasts of war in the Hobgoblin armies, sent in as shock troops against especially powerful foes, where the Hobgoblins themselves might be too physically weak to do the job themselves.



Before going to battle, the Hobgoblins starve the Deathclaws for days if possible, all to make them even fiercer in combat. They are then directed towards the enemy and allowed to go on their way for the duration of the battle. Facing a Deathclaw in combat is a terrifying experience, with the beasts going berserk and clawing wildly at anything within reach. Only once the battle is over their hunger for flesh and blood is sated can they be brought back to heel by their Hobgoblin masters and brought back to their miserable existence in the animal pens, until they are sent out into battle once more.

	M	WS	BS	S	T	W	I	A	Ld
Deathclaw	6	3	0	5	4	3	2	3	6
Murderbeast	6	3	0	5	4	3	2	4	6

TROOP TYPE: Monstrous Infantry.

SPECIAL RULES: Frenzy, Armour Piercing (1), Regeneration (5+).

"Ahh, the shifting loyalties of the Hobgoblins. Of all the green races, they are surely the most slippery. Ores are nearly always predictable. If you learn the tactics of one Orc, you are likely to know them all, though the exceptions are always warlords who rise to lead the biggest hordes. Goblin and their ilk are far cagier and the Goblin tribes that venerate the moon are downright evil. The Hobgoblins, though, are firm believers in keeping what they view as an entirely practical outlook, namely that those in power only get to stay that way by continually proving themselves. Hobgoblins respect strength and cunning alone, differing from those that they believe have both qualities in abundance. First time I had to command a Hobgoblin squad, I decked the first one that cheeked me and killed his wolf with my bare hands. That set the lot of them straight and I had no problems with them the rest of that campaign. Still, they constantly search for weakness in those around them and if they ever find it, they will pick on such an individual mercilessly until the target of their ridicule stands up for himself or dies. You can never entirely trust one of the squinty blighters, except that you can always trust him to do what he feels is best for his own interests at any given moment. This is the attitude that must make ruling the Hobgoblin hordes of the Great Steppes harder than keeping an Ogre on limited rations, for they are an eternally fractious race. I've lost track of how many scraps I've had to break up amidst Hobgoblins and, well, just about everybody else. Scarred old mate of mine named Shoresh, least whys as close to a friend as I've ever had among them, seeing as he didn't stick me when he had the chance, told me there have been many Hobgobla Khans over time. Most fall in battle or are sorted out by assassination with great regularity. Only the infamous Morcar Khan the Cunning managed to die of old age. I reckon it was the truth 'cause Shoresh was drunk when he told me, but you can never tell with a Hob. Sneaky bastards, the lot of 'em. Why they fit in so well with us mercenaries, eh?"

- Sergeant Uhler Carroburg, War Dog

RHINOX BATTLE FORTRESS

Huge, hairy and especially bad tempered, the Rhinox is a large and dangerous horned beast that will lower its head and ram anything in its way, even the most massive of creatures. Rhinoxen can almost always be found living in the mountainous regions of the world, where they roam the snowy slopes and thunder through the passes in small, but formidable, herds that are given a wide berth but the most ferocious or desperate of predators.

A herd of Rhinoxen will never willingly alter its path for anything - be it rock fall, weather, or monstrous predator. Some of this has to do with their own tough nature, as thick skin and coarse, shaggy hair protects the Rhinox from the elements and all but the most horrendous of damage. Doubtless, some of their fearlessness also stems from the creatures obstinate ways. However, the notoriously bad eyesight of the Rhinox certainly factors into its penchant for walking blindly into precarious situations. As they live in the extremes of high altitude - with numbing winds, snow squalls and the ever present threat of blizzards, visibility is often limited anyway, so the fact that a Rhinox cannot see more than a few strides ahead is not nearly as debilitating as it would be for a beast of the plains. To compensate for its near-blindness, the lumbering Rhinox has develop a keen sense of smell and has learned to charge anything that doesn't reek like other Rhinox. On occasion, they will charge even if it does smell like a Rhinox, as the creatures are just that hostile, and the smell really is that bad. Powered by thick haunches of purest muscle, a ram from a charging Rhinox is devastating and those lucky enough to avoid being gored or skewered by its horns can still be flung airborne by the force of its impact.



The Hobgoblins sometimes manages to trap one of these beasts and use it for battle, building a smaller tower platform on its back out of planks and metal plates where its Hobgoblin masters can sit in relative safety as the beast charges into the fray.

	M	WS	BS	S	T	W	I	A	Ld
Rhinox	6	3	0	5	5	4	2	3	5
Crew	-	3	3	3	-	-	2	1	6

TROOP TYPE: Monstrous Cavalry.

SPECIAL RULES: Frenzy (Rhinox only), Impact Hits (D3), Natural Armour (5+), Stubborn (Rhinox only).



"Foul, duplicitous wretches. While I despise the Greenskin hordes, at least there is some honesty to their savagery. They are as they are and while they all must surely be annihilated one day, they've not committed the greatest sin of joining the dark powers. Not so the Hobgoblins, for they are the willing minions of Chaos. They march under the cursed banners of the host of Zharr Naggrund, enslaving other races at the behest of their cruel and twisted Dwarf masters. Could there be anything more unnatural than Greenskins working for Dwarfs?!?"

- ALBRECHT KINEAR, PROFESSOR EMERITUS AT THE UNIVERSITY OF NULN

THUNDERBIRDS

Flying high above the open plains of the steppes, exists mythical avian creatures with wingspans over 30' and bodies large and powerful enough to crush a bear. Their plumage is dark blue and purple, nearly black allowing them to blend in perfectly with the storm sky-- often only their shadows on the ground warn of the impending death about to descend from above. These birds create hurricane-like winds with every beat of their powerful wings, their cries are ear-piercing and could make even the most stalwart of warrior shudder in terror.

On the eastern steppes of the Warhammer world the thunderbird is one of the dominate predators. It soars through the sky looking for prey, which usually consists of elk or moose. Thunderbirds nest near the base of waterfalls, where the constant thrum of crashing water prepares the hatchlings for a life at the heart of a storm. Once the chicks have hatched, their parents carry the offspring to nests at the top of mountains, where the young are struck by their first bolts of lightning and learn the mysteries of the storm.

This enormous bird has feathers the colour of a stormy sky, a resemblance enhanced by the lightning that dances over its body. Thunderbirds bring the storm on their wings. In times of drought, they are welcomed with joy and celebration. In other times, they are placated with gifts in hopes that they might leave quickly before flooding begins. When angered, thunderbirds can call down hurricanes and lay waste to entire villages, so in regions where these birds dwell, many villages maintain extensive rituals designed to appease and honour the local thunderbirds.



People who live near where they have been sighted are known to constantly cast an eye towards the sky, ever vigilant for the appearance of one of these creatures. Truly impressive Great Khans may have one of these magnificent and impressive birds in their menagerie, which have been raised and presented to them by the most loyal of the tribes under their banner. Many tribes of Hobgoblins adopt the thunderbird as a totem animal and its appearance is considered to be an auspicious omen.

They often swoop down upon unsuspecting travellers, snatching them and their horses off into the raging storms to be devoured. Out in the open plains there is no way to outrun these creatures and no way to hide. Once fully grown, there is no hope of anyone taming these wild creatures and the Hobgoblins have lost many, many beast masters over the years trying. However, more recently the Hobgoblins have realized that if they steal a ready-to-hatch egg they can raise and train the Thunderbird, bending them to their own wicked will.

	M	WS	BS	S	T	W	I	A	Ld
Thunderbird	4	4	0	5	5	4	5	3	7

TROOP TYPE: Monster.

SPECIAL RULES: Fly, Immunity (Lightning).

Stormbringer: All missile attacks targeted against a Thunderbird suffer -1 To Hit. In close combat, the Thunderbird inflicts an automatic Strength 3 Hit on all models in base contact at the start of each close combat phase. In addition, each successful Hit by a Thunderbird is multiplied into D3 Hits, though no individual model may be hit more than once.

Ku Que clumsily blocked the thrust with his lacquered shield and tried to aim a strike to hit the hobgoblin's chest. The spy easily batted the strike away with the sword in his off-hand, smirking as he did so, then reversed the parry to slip the blade in the gap and pushed it all the way to the hilt, impaling Ku Que. The soldier dropped his shield and sword in shock and stared down at the weapon in shock.

The hobgoblin mockingly nodded in honour at Ku Que's passing, pulling the curved sword out and letting the body slump to the ground. It hadn't been much of a fight for the hobgoblin scout. He had killed a dozen soldiers that day, yet regarding the warm corpse the greenskin respected none of them. After inspecting his work he'd kill a dozen more.

DREAD MAWS

Dwelling in the mires of tainted sludge and ooze that stretch across vast areas of the Chaos Wastes, Dread Maws are one the vilest creatures to have emerged from these blighted lands. The first sign of these loathsome beats is an ominous rumbling from beneath the ground as the Dread Maws grind and chew their way through the earth, swiftly followed by an eruption of mud and the stench of putrid slime as their gaping jaws burst forth.

With their circular mouths, studded with rows of sickle-shaped teeth, Dread Maws can seize and devour a fully armoured man in seconds. Often, smaller prey is swallowed whole, to be slowly digested within their grossly distended bellies – their flesh pliant enough that their victim's struggles can be seen by their comrades. Even the largest creatures will fall foul of the Dread Maw's ravenous appetite. Bursting forth from beneath the ground and latching on with their hooked teeth, they can tear their way inside the greatest of beasts, eviscerating them from within and quickly hollowing out their ruptured carcass. Few can forget the sight of a mighty dragon or Chimera bellowing in abject pain as it is eaten alive, the wriggling tail of a Dread Maw protruding from the wounds made in its writhing torso.

There are few creatures as horrific as the Dread Maw, their mottled grey flesh shot through by pulsing veins of unhealthy hue and reeking of corruption and rot, and stigmatized with open wounds and atrophied limbs and mutations. The entire length of the Dread Maws, their bodies stretching for many yards, is coasted in a disgusting layer of vicious slimes, and any warriors brave enough to assault them will have their weapons fouled and limbs caught in the vile substance, which is almost impossible to hack through. As a creature of the Northern Wastes, constant exposure to the taint of Chaos leaves no two Dread Maws alike, and many will sport hooked spines or claws, some even spraying forth gouts of slime or possessing other bizarre mutations.



	M	WS	BS	S	T	W	I	A	Ld
Dread Maw	*	2	0	5	5	5	1	D3	7

TROOP TYPE: Monster.

SPECIAL RULES: Impact Hits (D6+1), Random Movement (2D6), Stubborn, Natural Armour (4+).

Cavernous Maw: The Dread Maw has two additional Chomp Attacks. These Chomp Attacks have the Killing Blow and Multiple Wounds (D6) special rules.

Tunneller: The Dread Maw moves through the earth to get to its prey, easily tearing a path through earth and stone. It moves in exactly the same fashion as a creature with the Fly special rule. However, Tunnelers do not benefit from the Swiftstride special rule. Additionally, a Dread Maw has the Always Strikes First special rule on a turn in which it charges, and any unit charged by a Dread Maw does not gain any benefit from multiple ranks in the first round of combat.

UPGRADES:

Hooked Spines: The Dread Maw gains the Devastating Charge special rule.

Clawed Mandibles: The Dread Maw gains the Armour Piercing (1) special rule.

Slime Spray: The Dread Maw gains a Breath weapon that forces any unit under the flame template to pass an Initiative test or suffer -2" to their move for the next turn.

Poisonous Blood: Any model that inflicts a wound on the Dread Maw in close combat immediately suffer a single Strength 4 hit.

"Every caravan master traversing the Ivory Road to far Cathay fears he shaking of the earth that precedes a Dread Maw attack; for even the most expensive guards and bribed Ogres are useless against the burrowing assaults on horse and heavily laden wagon."

- Francisco de Pazzi, Tilean Merchant Prince

GIANTS

Giants are solitary creatures that wander the lands, settling for short periods of time when they find a rich food source. A Giant can consume a whole herd of livestock in a sitting, and will devastate any village he comes across, pulling out and eating anything he can find amidst the stomped and splintered structures. Breweries are especially favoured target, as Giants are notorious drunkards. On occasion, a Giant will be persuaded to join a passing army, who lure the lummoxes with promises of fighting and food.

In battle, Giants wade in with their tremendous bulk, crushing the foe beneath their slab-like feet, or sweeping any before them into the air with clubs fashioned out of uprooted trees. Sometimes a Giant will select a particular target and reach down to pluck the unfortunate up. These victims are sometimes bitten in two, hurled far, far away, squished into paste or simply stuffed into a secure (if smelly) place to be retrieved later for a snack.



	M	WS	BS	S	T	W	I	A	Ld
Giant	6	3	3	6	5	6	3	S	10

TROOP TYPE: Monster.

SPECIAL RULES: Immunity (Psychology), Stubborn.

Fall Over: Giants are ungainly and frequently befuddled, as a consequence of which they often fall down. They are especially prone to this if they've been raiding the local breweries, which isn't altogether uncommon.

A Giant must test to see whether it falls over if any of the following apply:

- If it is beaten in close combat. Test once results are established but before taking a Break test.
- If it is fleeing at the start of the Movement phase.
- When it crosses an obstacle. Test when the obstacle is reached.
- If the Giant decides to Jump Up and Down on an enemy. Test immediately beforehand.

To see if a Giant falls over roll a D6. On a roll of 1, the Giant falls over. A slain Giant falls over automatically.

To determine in which direction the Giant falls, roll a scatter dice. Place the Fallen Giant template with its feet at the model's base and its head in the direction of the fall — the Fallen Giant template is a special shaped template, which otherwise uses all the template rules from the Warhammer rulebook (so any models lying completely or partially under it are automatically hit).

A model hit by a falling Giant takes a Strength 6 hit that has the Multiple Wounds (D3) special rule. If the unit is in combat and the Giant has fallen over whilst attempting to Jump Up and Down, wounds inflicted by a falling Giant count towards the combat result.

A Giant that falls over automatically suffers 1 wound. If the Giant is in combat then this wound counts towards combat resolution.

Once on the ground (you may lie the model down if you wish) a Giant may get up in his following Movement phase, but may not move that turn. Whilst on the ground a Giant may not attack, but he can still defend himself after a fashion so the enemy must still roll to score hits on him. If forced to flee whilst on the ground the Giant is slain — the enemy swarm over him and cut him to pieces. If the Giant gets the opportunity to pursue his foes whilst he's on the ground he stands up instead. A Giant may attack in close combat as usual on the turn he stands up.

Giant Special Attacks: Giants do not attack in the same way as other creatures. They are far too large and fractious to take orders and much too scatterbrained to have any sort of coherent plan. To determine what happens in each Close Combat phase, pick a unit in base contact with the Giant and roll a D6 on one of the following tables. Which table you use depends on the size of the Giant's victim. When fighting characters who are riding monsters, decide whether to attack the rider or mount before rolling on the table.

Big Things Chart
Use this chart when fighting Monsters, Monstrous Beasts, Monstrous Infantry, Monstrous Cavalry, Chariots, War Machines, anything with the Large Target special rule, and characters riding any of the above.

D6	Result
1	Yell and Bawl
2-4	Thump with Club
5-6	'Eadbutt

Man-sized or Smaller Things Chart
Use this chart when fighting anything not covered by the Big Things chart, above.

D6	Result
1	Yell and Bawl
2	Jump Up and Down
3	Pick Up and...
4-6	Swing with Club

Yell and Bawl: The Giant yells and bawls at the enemy. This is not a pleasant experience, as Giants are deafeningly loud and tend towards poor oral hygiene. Neither the Giant nor models in contact with him actually fight if they have not already done so this round. The Giant's side automatically wins the combat by 2 points (if both sides have a Giant that Yells and Bawls, the combat is a draw).

Thump with Club: The Giant brings down his club on a single model from the target unit that is in base contact. The target may attempt to avoid the blow by passing an Initiative test (use the lowest if the model has several different values). If the test is failed, the model takes 2D6 wounds with the Ignores Armour saves special rule. If a double is rolled the Giant's club embeds itself in the ground and the Giant cannot attack at all in the following round of the same combat whilst he recovers his weapon.

'Eadbutt: The Giant head-butts a single enemy model from the target unit, automatically inflicting 1 wound with the Ignores Armour saves special rule. If the victim is wounded but not slain, then he is dazed and loses all of his following attacks. If the target has not yet attacked in that combat round, he loses those attacks; if he has already attacked, then he loses the next round's attacks.

Jump Up and Down: The Giant jumps up and down vigorously on top of the enemy. Before he starts, the Giant must test to determine if he falls over (see previous page). If he falls over, work out where he falls and calculate damage as already described. Any wounds caused by the fall (on either side) count towards the combat result. If the Giant remains on his none-too-nimble feet, the target unit sustains 2D6 Strength 6 hits. Work out damage and saves as usual. Giants enjoy jumping up and down on their enemies so much that a Giant that does so in one combat round will automatically do so in the following round if he is able to, assuming that he did not fall over in the previous round. A Giant that starts to Jump Up and Down will therefore continue to do so on the same target until he falls over, the target is destroyed, or the combat ends.

Pick Up and...: The Giant stoops down and grabs a single model in base contact from the target unit (Giant player's choice). The target must make a single attack to try to fend off the Giant's clumsy hand. If this attack causes an unsaved wound, the Giant's attack fails. Otherwise, the Giant grabs the model and the player rolls a D6 to see what happens next:

D6	Result
1	**Stuff into Bag.** The Giant stuffs the victim into his bag along with sheep, cows and other plunder. The model is removed as a casualty.
2	**Throw Back into Combat.** The victim is hurled into his own unit like a living missile. The victim is removed as a casualty, and D6 Strength 3 hits are inflicted on the unit (save as normal).
3	**Hurl.** The victim is hurled into an enemy unit within 12" of the Giant – randomly determine which. The victim is removed as a casualty, and the unit takes D6 Strength 3 hits (save as normal). Unsaved Wounds from these hits count towards the Giant's combat result. If no enemy units are in range, treat this as a Throw Back into Combat result instead.
4	**Squash.** This doesn't really bear thinking about. Suffice to say the model is removed as a casualty.
5	**Eat.** The Giant gobbles his victim up, swallowing him whole. The model is removed as a casualty.
6	**Pick Another.** The Giant hurriedly stuffs the victim into his bag or under his shirt (or down his trousers if they're really unlucky). Treat the attack as if the Giant had rolled the Stuff into Bag result, above, and then choose another victim. The second victim makes a single attack as usual to avoid being picked up — if he fails, roll again on this table to see what the Giant does with him.

Swing with Club: The Giant swings his club across the enemy's ranks. The Giant inflicts D6 Strength 6 hits on the target unit.

HOBGOBLA KHAN
Scourge of the Steppes

Long ago, Hobgoblins were known solely as cowardly thieves, with no strength or ambition… until Khengai Khan. A lowly Chieftain from a small tribe, the Khan united the scattered clans of the Hobgoblins under one banner, and has passed on the title to his strongest of children. The current Great Khan, Hobgobla Khan, is particularly adept at leading – he defies all convention, being extremely generous to his allies, but merciless to all opponents and traitors (of which there are many in hobgoblin warriors!) His hordes appear from nowhere, sack entire cities, and then disappear before any opposition can arise. They have no supplies to cut off, for they carry it on their back, leaving them untraceable.

Little is known of the early years of Hobgobla Khan but suffice to say his rise to power was swift and brutal, a number of assassinations and mysterious accidents removing potential obstacles from his path of ascension. A natural born thinker, something unusual in the race of Orcs & Goblins, Hobgobla Khan learned tactics, speech, politics and backstabbing, the defining trait of the race of Hobgoblins! As he grew in reputation, scores of the scattered Hobgoblin tribes flocked the black wolf tail banner, seeking glory with the greatest of their kind. Tribes that did not join his growing army were conquered and offered a chance to join once more, their tribe's traditions being added to the army as a whole. Any who refused were burned alive on pyres of oil soaked wood. For the first time in recorded Cathayan history, since the Hobgoblins keep only a verbal record, the scattered tribes have been united under a single leader.



Realizing the need to understand the Cathayans before he could conquer them, Hobgobla Khan sent his trusted general Ghazak Khan to study in the West, to garner knowledge on the fighting men of the Grand Army of Cathay. That Ghazak betrayed him and failed to come back came as no surprise to Hobgobla-Khan, for among a race known for backstabbing and treachery, Ghazak was without peer! While Ghazak Khan makes his own destiny in the West, Hobgobla Khan is focused on the East. His desire to breach the Great Bastion and invade Cathay shapes his every thought. Yet he sits beyond the Great Bastion with possibly the biggest army in the coming conflict and waits.

Hobobla Khan is a cunning and cautious Greenskin who has survived by his wits. As is testimony to his will to live, the Khans back-hump is riddled with scars from assassin's blades. He sits at the head of a large army and would see Cathay burned to the ground. However, he will not be someone's tool, the buffer that protects their army for he knows all too well the power and the number of the Cathayans. And so he waits, for the opportunity, for the right time to strike.

	M	WS	BS	S	T	W	I	A	Ld
Hobgobla Khan	4	7	5	4	4	3	5	5	9

TROOP TYPE: Infantry (Special Character, Khan).

SPECIAL RULES: Ded Shooty, Quell Treachery.

The Great Khan: Hobgobla Khan must always be the army's General. In addition, units of Kheshig may be taken as a Core choice.

MAGIC ITEMS:

Bow of Storms (Magic Weapon)
This bow is blessed uncanny powers. Every time an arrow it shot from this bow transforms into a lightning bolt and streaks across the enemy lines.

Bow. This bow gives Hobgobla the Multiple shots (3) special rule. When an arrow from this bow strikes an enemy unit it deals D3 Strength 5 magical hits.

Mask of the Great Deceiver (Magic Armour)
This mask was once worn by one of the greatest Hobgoblin tricksters. The mask still contains some of his magic and those who wield it are known to be viewed as far more charming and inspiring than they truly are.

6+ armour save. The mask gives Hobgobla the Ward save (5+) special rule. In addition, all Hobgoblins may use his Inspiring Presence special rule within 18" rather than the normal 12".

GHAZAK KHAN
Terror of the East

Very few Hobgoblins have ever been seen in the lands of the Old World, but one of them is known well in the lands of Tilea and the kingdoms of the south – Ghazak Khan, the Butcher of Torrico Fields, the Terror of the East, commander of the Blackwolf mercenaries. Sent to the Old World by his master to learn of the tactics of the races that lie in these lands, Ghazak Khan discovered that hiring his great skills as a general and a great warrior to the people of these lands would be the best way to gain the desired knowledge. In Tilea, Ghazak Khan has built himself a very nasty reputation for savagery, and prowess in the heat of battle. The mercenary army that he leads has won victory after victory, leaving many villages in ashes and the population devoured by the monstrous regiments that follow his every word.

Ghazak is one of the most successful Mercenary Generals of the age. His army includes many of the most infamous mercenary regiments, like Manglar's Mutant Goblins, the Long Knife Orc Warriors and the dreaded War Trolls of the Grey Mountains. With these and many other ruthless cut-throats, Ghazak's band has developed a fearsome reputation as utterly merciless warriors who will not shy from slaughtering (and eating) entire populations of cities and burning scores of villages to the ground in their campaigns. When the black wolftail standards of Ghazak are seen in the horizon, men grow desperate, for the mighty Hobgoblin has never been defeated in the open field.

Of his past in the steppes beyond, Ghazak speaks little (indeed it is very difficult to understand the grunting language of the Hobgoblins and those who have dared to ask anything are usually beheaded by Ghazak). However, it is said that he is one of the most powerful of the war-chiefs who the Great Hobgobla Khan sent to study the lands beyond. This claim is supported by traders who have travelled to the steppes of the east and visited the ruler of the Hobgoblin nation in his tent (said to be the size of a small village), who say that the green-skinned despot is ever hungry for new conquests.



Perhaps Ghazak is but the first of the Great Horde to cross the mountains, and one day the countless wolfriders of Hobgobla Khan will cross the World's Edge Mountains and sweep the nations of men before them.

In battle Ghazak rides Warghan, a gigantic wolf the likes of which has never been seen in the lands of the west. In his hand he carries a huge scimitar which promises red ruin for his opponents. Ghazak wears a monstrous helmet over his scarred head. His ululating warcry is famous, very loud and justly feared.

	M	WS	BS	S	T	W	I	A	Ld
Ghazak Khan	4	7	6	5	4	3	6	4	9
Warghan	9	5	0	5	4	3	4	3	5

TROOP TYPE: Cavalry (Special Character, Khan).

SPECIAL RULES: Ded Shooty, Quell Treachery, Fear.

War Cry of the Steppes: *When Gazhak Khan charges, he lets out a mighty war cry that freezes the hearts of his enemies.*

Any unit that he charges will not be able to Stand and Shoot or Flee as a Charge response. This does not affect units that have Immunity (Psychology).

MAGIC ITEMS:

The Red Scimitar (Magic Weapon)
Ghazak carries a red, curved sword to battle. It has been notched in hundreds of savage battles by the Khans of the Blackwolf clan, and in the hands of Ghazak it has acquired a dire reputation. The Red Scimitar strikes deep and cuts through any armour with ease.

This sword has Armour Piercing (3) and Multiple Wounds (D3) special rules.

Daemonhead Helmet (Magic Armour)
As the mark of his position as a Khan, Ghazak wears a huge, horned helmet, decorated with a black wolftail. The helmet holds a captured Wind Daemon of the steppes, which protects Ghazak if he is wounded.

6+ armour save. As soon as Ghazak suffers his first wound in battle, the Daemon of the helmet awakes and gives Ghazak the Ward save (4+) and Magic Resistance (1) special rules for the remainder of the battle. In addition, his Strength is doubled when fighting against the model or unit which caused the wound.

OGLAH KHAN

Oglah Khan was one of the vassals of the Great Khan, and enjoyed the green-skinned despot. His tent was as large as the hall of any human noble, and he owned a hundred wolves, making him a very wealthy Hobgoblin. In time of war he could summon six hundred spears to battle. Oglah fought in many battles for the Great Khan, and became widely known for his prowess in combat and his treachery - traits admired by all Hobgoblins. It seemed that he was destined to become one of the most influential warlords of the era.

Oglah Khan's fortunes changed during the infamous Battle of Xen-Tu, where the Hobgoblins clashed with the Cathayans of Emperor Pu-Yi. When Hablo Khan, the commander of the Hobgoblin contingent, was killed by the Emperor's Champion Tong Po, many of the Hobgoblins fled, believing that all was lost. Oglah Khan, on the other hand, immediately switched sides and led his ladz to battle against his kinsmen. All was going well until the main Horde of Hobgobla Khan arrived. They outnumbered the Cathayans more than a hundred to one and crushed them swiftly. Oglah Khan turned tail and fled from the wrath of his ruler.

Oglah Khan and his tribe were declared outlaws and banished from the Hobgoblin lands. With no other place to go, Oglah Khan and his ladz headed west, to the Old World. Following the Silk Road he arrived in the Dark Lands and immediately enlisted in the army of Black Orc Warlord Gordug Smasher. Gordug was determined to raid the lands of Tilea, but at the Battle of Long Knives he suffered a catastrophic defeat as



Oglah Khan switched sides during a crucial moment of the battle. The Tilean general Giovanni Giuliani rewarded Oglah Khan generously, and hired the Hobgoblins to act as scouts and skirmishers in his army.

Since those times Oglah Khan has served as a mercenary under many generals, and acquired quite a name for himself, and his boyz have gained notoriety as the most treacherous mercenaries in the world, but he has nonetheless brought together a tribe of disposed Hobgoblins and other ne'er do wells that cause havoc wherever they go. Oglah has grand plans to return to the steppes to assume the mantle of Great Khan which he believes is his right, but Hobgobla Khan has not forgotten him and has promised a great reward for his head.

	M	WS	BS	S	T	W	I	A	Ld
Oglah Khan	4	5	4	4	4	2	3	3	8
Giant Wolf	9	3	0	3	3	1	3	1	3

TROOP TYPE: Cavalry (Character).

SPECIAL RULES: Treacherous Gits, Ded Shooty.

MAGIC ITEMS:

Pelt of Wulfag (Enchanted Item)
Wulfag was a legendary giant wolf, the steed of Khengai Khan, the founder of the Hobgoblin empire. Now it is strapped on the shoulders of Oglah Khan. The pelt was a gift from the Great Khan when Oglah still enjoyed the favour of the Lord of the Steppes. The Pelt carries an ancient blessing of the Hobgoblin Shamans, so that no enemy who turns his back on the Hobgoblins can escape alive. It invigorates the bearer, allowing him to ride faster than normally possible.

When able to pursue a broken enemy, Oglah Khan and any unit he is with must always do so, and they can add +D6" to their pursuit move.

"The evil Count had us surrounded on all sides! We were cut off from the rest of the army, left with no choice but to fight to the last man against his Undead horrors. Yet as we steeled ourselves for this final battle, something strange happened. The Hobgoblin scouts the Count had hired started fighting his own troops. Seeing a chance for escape I led the charge..."

Captain Detlef Veidt from his book 'A Mercenary's life in the Border Princes'

THE LORE OF SPIRITS

Spirit Wisdom (Lore Attribute)
The Lore of Spirits is the magic of shamanism. Practitioners are skilled at both defeating malevolent spirits and invoking the aid of their tribes' tutelary spirits.

Whenever the caster rolls any double while successfully casting a spell, he gains knowledge of one additional random spell from the Lore of Spirits for the duration of the Magic phase.

SPIRIT STAFF (Signature Spell) — Cast on 8+

The shaman imbues the weapons of his kin with the power of his tribes' spirits.

Spirit Staff is an **augment** spell with a range of 24". The target unit gains +1 Strength, the Killing Blow and Magical Attacks special rules until the start of the caster's next Magic phase. The Wizard can choose to have this spell affect all friendly units within 12". If he does so, the casting value is increased to 16+.

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1. MESSAGE OF DOOM — Cast on 6+

The Shaman appears in the mind of the foe and foretells their doom at his hands, showing the target their own gruesome death.

Message of Doom is a **hex** spell with a range of 24". Until the start of the caster's next magic phase, the target unit must test for Fear against all enemies and suffer -1 to their Leadership. The Wizard can choose to extend the range of this spell to 48" instead. If he does so, the casting value is increased to 9+.

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2. SPIRITS' VOICE — Cast on 7+

The Shaman speaks with the voice of his tribe's spirits, exhorting his tribesmen to perform great deeds.

Spirit's Voice is an **augment** spell with a range of 24". The target unit may re-roll failed rolls To Hit and failed Leadership tests until the start of the caster's next Magic phase. The Wizard can choose to have this spell affect all friendly units within 12". If he does so, the casting value is increased to 10+.

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3. FIRE OF VENGEANCE — Cast on 8+

The Shaman is filled with such anger at the enemies of his tribe that glowing green fire bursts from his eyes and hurtles towards the opponents.

Fire of Vengeance is a **magic missile** spell with a range of 24" and causes 2D6 Strength 4 hits with the Flaming Attacks special rule. The Wizard can choose to extend the range of this spell to 36" instead. If he does so, the casting value is increased to 11+.

4. POWER OF THE WIND — Cast on 9+

Calling upon the mighty wind spirits of the steppe, the Shaman sets loose a powerful cyclone on his enemies.

Remains in play. *Power of the Wind* is a **magical vortex** that uses the small round template. Once the template is placed, roll 3D6 to determine how many inches the template moves. Any model touched by the template must pass a Strength test or suffer a Strength 4 hit with no armour save allowed. In subsequent turns, roll the scatter dice to determine the direction the cyclone moves. The Wizard can infuse the *Power of the Wind* with more power, so that it uses the large round template instead. If he does so, the casting value is 16+.

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5. SPIRIT SHIELD — Cast on 11+

The spirits watch over the Shaman's tribe and protect it from harm.

Spirit Shield is an **augment** spell with a range of 24". The target unit gains the Ward save (5+) special rule and may re-roll failed armour saves until the start of the caster's next Magic phase. The Wizard can choose to have this spell affect all friendly units within 12". If he does so, the casting value is increased to 22+.

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6. BLADES OF BEGTSETHULU — Cast on 15+

Summoning the power of his red-faced war god, the Shaman calls down red spectral blades to slash his enemies to bits.

Blade of Begtsethulu is a **direct damage** spell that affects all enemy units within 12". For each complete rank the units have, they suffer D6 close combat Attacks made with Weapon Skill 4 and Strength 4, distributed as shooting attacks. The Wizard can choose to extend the range of this spell to 18" instead. If he does so, the casting value is increased to 22+.



DA LOOT

This section contains the rules and background for some of the most iconic and powerful magical artefacts used by the Hobgoblins. These may be used in addition to the magic items found in the Warhammer rulebook.

WARPSTONE SCIMITAR 50 points

Magic Weapon

This curved blade was cut from a chunk of deadly black warpstone found in the heart of the Warpstone Desert by a crazed Great Shaman. The weapon is corrupt and evil, causing all wounds it makes to fester and mutate and even the smallest nick can cause irrevocable harm. Its wielder must also pay a high price though, for warpstone destroys all it touches...

The Warpstone Scimitar gives the wielder Poisoned Attacks. In addition, any model in base contact with the wielder at the end of the close combat phase must pass a Toughness test or suffer a single Wound with no armour saves allowed. However, roll a D6 at the start of each of the wielder's turns. On a roll of 1 he suffers a Wound that Ignores Armour saves.

THE BLACK BOW 35 points

Magic Weapon

Juggos the Owl-eye was a great archer who was dismayed by the lack of skill from his fellow archers. He designed the Black Bow to be unerringly accurate as if guided by some animalistic sentience, and its shots can hammer through almost any armour. The arrows are tipped with shards of obsidian and the bow itself is fashioned from Daemon-bone.

Recurve Bow. The Black Bow gives the wielder the Sniper special rule. Any model hit by the Black Bow must re-roll successful armour saves.



LIGHTNING SPEAR 30 points

Magic Weapon

This spear holds the spirit of a fallen Thunderbird bound by Junzak the Mad. Whenever it strikes something the spirit releases its rage in the form of a lightning bolt that tears through whatever stands before it.

Spear. On the round that the wielder of the Lightning Spear charges, for each successful Wound made with this weapon the spear strikes the model behind the hit model with an attack at -1 Strength. If this attack wounds, then the model behind the second wounded model is struck with an attack at an additional -1 Strength. This will continue until you fail to wound a model.



ARMOUR OF THE WIND FORTRESS 50 points

Magic Armour

Stolen from Cathay generations ago, the details of this unique armour besides its name have been lost to time. With a great rush of wind this armour allows the wearer to instantaneously shift his body from one place to another nearby.

Medium armour. Once each turn, at any time during the turn, including before or after moving, the wearer of the Armour of the Wind Fortress may be placed anywhere within 6" of his initial position. The model may be placed facing any direction at its new location. This ability may not be used to enter or leave combat.

FENDRIZZ' ORB OF THEFT 50 points

Arcane Item

Fendrizz the Maniacal was a legendary trickster and thief. He managed to find a way to steal everything he wanted. Using this orb he even found a way to steal power from his enemies. Unfortunately, the orb was stolen from him before a decisive battle and he was forced to flee the field and has not been seen since.

The bearer of this Orb can remove 1 of the enemy's Power dice and add it to his own Dispel dice pool.

WYRDSTONE CROWN — 25 points
Talisman

Said to have been plucked from the bones of a dead Ogre while scavenging the scene of a great battle, many long jagged shards of black stone that radiate an otherworldly green glow were spirited away by an opportunistic dark alchemist. Unable to make use of the shards in his alchemical concoctions the alchemist fashioned the shards into a crown in the hopes it would add to his aura of mysteriousness. Indeed, it did just that.

The Wyrdstone Crown grants the wearer a 4+ Ward Save. If the result is a 1 when rolling the save, the bearer suffers a permanent -1 penalty to his Leadership.

EVERSHIFTING MAP — 35 points
Enchanted Item

Muggluk Khan was the Khan who was supposed to lead a legion of Hobgoblins to assist Gorbad Ironclaw in the campaign that climaxed with the battle of Solland's crown. However, his forces became hopelessly lost in the unfamiliar territory and they received word that Gorbad had been slain before they could arrive. Furious that they had missed their opportunity, Muggluk instructed his Shaman to craft him a map to ensure he'd never again become lost.

The model carrying the Evershifting Map and one unit he must be assigned to can deploy as Scouts.

BAG O' SNEAKY TRICKS — 25 points
Enchanted Item

Said to have once belonged to the notorious Gorduz Backstabber, the Bag O' Sneaky Tricks is a mysterious canvas pouch that contains the many trinkets he has stolen or won over the years. Only one of the ju-jus can be used at a time, and no Hobgoblin has yet managed to sort through them all to determine what they each do.

At the start of the game, roll a D6 and refer to the following chart to determine what the item retrieved for that battle actually does:

D6	Effect
1	Worthless Scrap – the item does nothing.
2	Protective Amulet – the item grants the Ward save (6+) special rule.
3	Red Gem – the item grants the bearer Flaming Attacks and Immunity (Flaming Attacks) special rule.
4	Obsidian Bracelet – the item grants Magic Resistance (2).
5	Trollbone Torc – the item grants the Regeneration (4+) special rule.
6	Daemon Skull – the item grants the bearer +1 Toughness and the Magical Attacks and Ward save (5+) special rules.

THE HIDDEN SHEATH — 20 points
Enchanted Item

The hidden sheath is an artefact created by a trickster assassin who was searching for a way to strike down an opponent even when they were expecting a fight. The hidden sheath tucks away a single dagger within the sleeve of the Hobgoblin.

On any turn that the model equipped with the Hidden Sheath enters a challenge, he gets to make extra one round of attacks against their opponent before all other attacks are made.



BANNER OF THE GREAT WOLF — 50 points
Magic Standard

The wolfhide hung from this banner was taken from Khazagan, the largest Dire Wolf to have ever lived. She was hunted down by Ublan Khan centuries ago, and killed half of his horde before finally being brought down. He presented the pelt as a gift to Hobgobla Khan, who died that night when he slept on it and failed to notice the poison quills carefully sewn into the fur. Ublan Khan was never heard from again, but many assume he took up the mantle of Hobgobla Khan afterwards, and the Banner of the Great Wolf has been part of Hobgobla's treasury ever since. Bound within this banner is the spirits of a hundred wolves that died of starvation. Their spirit possessed those who wield this banner as they desperately seek to slay all that can be seen as prey.

All mounts in a unit carrying this banner gain +1 to their Strength and the Devastating Charge special rule.

"Stick 'em wiv arrers. Stick 'em wiv knives, an' swords an' spears. Stick 'em quick and stick 'em where it 'urts. But most of all...stick 'em when they's lookin' the uvver way."

- Gorduz Backstabber







THE HOBGOBLIN ARMY LIST

Hobgoblins are naturally greedy, selfish, individualistic creatures who are quick to stab each other in the back and expect no other treatment from others. They are underhanded, opportunistic and pathologically devious. It is with this mentality that Hobgoblins band together under the leadership of the most deadly and sinister amongst them, the Khans. The greatest of all the Khans is known as Hobgobla Khan. When all the tribes under the Great Khan are arrayed for battle, the Horde is said to stretch from horizon to horizon.

Khanite armies are remembered for the rush of hundreds of wolf riding greenskins trampling and cutting down all that is in their way. They also train day after day with bows striking small targets at the alarmingly fast speed that their wolves run at. More than any units that they may throw at the enemy, these are the ones that leave the impression in the minds of their enemies.

This section of the book helps your turn your collection of Hobgoblin miniatures into an army of stalwart worshippers, ready for a tabletop battle. At the back of this section, you will also find a summary page, which lists every unit's characteristics profile, for quick and easy reference during your games of Warhammer.

USING THE ARMY LIST

The army list is used alongside the 'Choosing an Army' section of the Warhammer rulebook to pick a force ready for battle. Over the following pages you will find an entry for each of the models in your army. These entries give you all of the gaming information that you need to shape your collection of models into the units that will form your army. Amongst other things, they will tell you what your models are equipped with, what options are available to them, and their points costs.

UNIT CATEGORIES

As described in the Warhammer rulebook, the units in the army list are organised into five categories: Lords, Heroes, Core Units, Special Units and Rare Units.

ARMY LIST ENTRIES

Each army list entry contains all the information you need to choose and field that unit at a glance, using the following format:

HOBGOBLIN WARRIORS (1) — (4) 3,5 points per model

(2) Profile	M	WS	BS	S	T	W	I	A	Ld	(3) Troop Type
Hobgoblin	4	3	3	3	3	1	2	1	6	Infantry
Hobyar	4	3	3	3	3	1	2	2	6	Infantry

(5) **Unit Size:** 20+

(6) **Equipment:**
- Hand weapon
- Light armour
- Shields

(7) **Special Rules:**
- Treacherous Gits
- Backstabbers

(8) **Options:**
- May upgrade one Hobgoblin to a Hobyar……*10 points*
- May upgrade one Hobgoblin to a musician……..*10 points*
- May upgrade one Hobgoblin to a standard bearer……*10 points*
- The entire unit may be armed with spears……..*½ point per model*
- The entire unit may be armed with throwing weapons…*1 point per model*

1. **Name.** *The name by which the unit or character is identified.*

2. **Profiles.** *The characteristic profiles for the model(s) in each unit are provided as a reminder. Where several profiles are required these are also given, even if they are optional (such as unit champions).*

3. **Troop Type.** *Each entry specifies the troop type of its models (e.g. 'infantry, monstrous cavalry' and so on).*

4. **Points value.** *Every miniature in the Warhammer range costs an amount of points that reflects how effective it is on the battlefield For example, a Hobgoblin costs 3,5 points, whilst the powerful Hobgobla Khan costs a whopping 250 points!*

5. **Unit Size.** *This specifies the minimum size for each unit, which is the smallest number of models needed to form that unit. In some cases units also have a maximum size, or can even comprise just a single model.*

6. **Equipment.** *This is a list of the standard weapons and armour for that unit. The cost of these items is included in the basic points value.*

7. **Special Rules.** *Many troops have special rules that are fully described earlier in this book or in the Warhammer rulebook. The names of these rules are listed here as a reminder.*

8. **Options.** *This is a list of optional weapons and armour; mounts, magic items and other upgrades for units or characters, including the points cost for each particular option. Many unit entries include the option to upgrade a unit member to a champion, standard bearer or musician. Some units may carry a magic standard or take magic items at a further points cost.*





LORDS

HOBGOBLA KHAN, THE SCOURGE OF THE STEPPES — 250 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Hobgobla Khan	4	7	5	4	4	3	5	5	9	Infantry (Special Character, Khan)

Equipment:
- Hand weapon
- Medium armour
- Shield

Magic Items:
- Bow of Storm
- Mask of the Great Deceiver

Special Rules:
- Ded Shooty
- Quell Treachery
- The Great Khan

Options:
- May be mounted on one of the following:
  - Giant Wolf……*18 points*
    - May be upgraded to have barding……...*6 points*
  - Dire Wolf……..*45 points*

GHAZAK KHAN, THE TERROR OF THE EAST — 250 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Ghazak	4	7	6	5	4	3	6	4	9	Cavalry (Special Character, Khan)
Warghan	9	5	0	5	4	1	4	3	5	-

Equipment:
- Bow
- Medium armour
- Shield

Magic Items:
- The Red Scimitar
- Daemonhead Helmet

Mount:
- Warghan

Special Rules:
- Ded Shooty
- Quell Treachery
- Fear
- War Cry of the Steppes

KHAN — 80 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Khan	4	6	5	4	4	3	5	4	8	Infantry (Character)

Equipment:
- Hand weapon
- Light armour

Special Rules:
- Ded Shooty
- Quell Treachery

Options:
- May be armed with one of the following:
  - Additional hand weapon……*3 points*
  - Spear (mounted only)……..*3 points*
  - Lance……...*6 points*
  - Great weapon……...*8 points*
- May be armed with a bow……...*5 points*
- May upgrade light armour to medium armour……*3 points*
- May take a shield……*3 points*
- May be mounted on one of the following:
  - Giant Wolf……*18 points*
    - May be upgraded to have barding……...*6 points*
  - Dire Wolf……...*45 points*
- May take magic items up to a total of……*100 points*

SHAMAN ELDER — 145 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Shaman Elder	4	3	3	3	4	3	2	1	7	Infantry (Character)

Equipment:
- Hand weapon

Special Rules:
- They's Ain't Righ' in da ‘Ead

Magic:
A Shaman Elder is a Level 3 Wizard who uses spells from the Lore of Fire, Lore of Beasts, Lore of the Heavens, Lore of Shadow or Lore of the Spirits.

Options:
- May be upgraded to Level 4 Wizard……*35 points*
- May be mounted upon a Giant Wolf……*18 points*
- May take magic items up to a total of……*100 points*

HEROES

OGLAH KHAN — 90 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Oglah Khan	4	5	4	4	4	2	3	3	8	Cavalry (Special Character, Chieftain)
Giant Wolf	9	3	0	3	3	1	3	1	3	-

Equipment:
- Hand weapon
- Spear
- Bow
- Light armour
- Shield

Magic Items:
- Pelt of Wulfag

Mount:
- Giant Wolf

Special Rules:
- Treacherous Gits
- Ded Shooty

CHIEFTAIN — 45 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Chieftain	4	5	5	4	4	2	4	3	7	Infantry (Character)

Equipment:
- Hand weapon
- Light armour

Special Rules:
- Ded Shooty
- Quell Treachery

ARMY BATTLE STANDARD

One Chieftain in the army may carry the Battle Standard for +25 points. The Battle Standard Bearer can have a magic banner (no points limit). A model carrying a magic standard cannot carry any other magic items.

Options:
- May be armed with one of the following:
  - Additional hand weapon……..……...*2 points*
  - Spear (mounted only)……*2 points*
  - Lance……*4 points*
  - Great weapon……*6 points*
- May be armed with a bow……*5 points*
- May upgrade light armour to medium armour……..*2 points*
- May take a shield……..……..*2 points*
- May be mounted on Giant Wolf……..*12 points*
  - May be upgraded to have barding……..*4 points*
- May take magic items up to a total of……*50 points*

SHAMAN — 60 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Shaman	4	3	3	3	3	2	2	1	6	Infantry (Character)

Equipment:
- Hand weapon

Special Rules:
- They's Ain't Righ' in da ‘Ead

Magic:
A Shaman is a Level 1 Wizard who uses spells from the Lore of Fire, Lore of Beasts, Lore of the Heavens, Lore of Shadow or Lore of the Spirits.

Options:
- May be upgraded to Level 2 Wizard……*35 points*
- May be mounted upon a Giant Wolf……*12 points*
- May take magic items up to a total of……..*50 points*

CHARACTER MOUNTS

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Giant Wolf	9	3	0	3	3	1	3	1	3	War Beast
Dire Wolf	9	5	0	5	4	3	4	3	4	Monstrous Beast

CORE UNITS

HOBGOBLIN WARRIORS — 3,5 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Hobgoblin Warrior	4	3	3	3	3	1	2	1	6	Infantry
Hobyar	4	3	3	3	3	1	2	2	6	Infantry

Unit Size: 20+

Equipment:
- Hand weapon
- Light armour
- Shields

Special Rules:
- Treacherous Gits
- Backstabbers

Options:
- May upgrade one Hobgoblin Warrior to a Hobyar……..*10 points*
- May upgrade one Hobgoblin Warrior to a musician…….*10 points*
- May upgrade one Hobgoblin Warrior to a standard bearer……...*10 points*
- The entire unit may be armed with spears……...*1 point per model*
- The entire unit may be armed with throwing weapons…*1 point per model*

HOBGOBLIN ARCHERS — 5 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Hobgoblin Archer	4	3	3	3	3	1	2	1	6	Infantry
Sharp Eye	4	3	4	3	3	1	2	1	6	Infantry

Unit Size: 20+

Equipment:
- Hand weapon
- Bow

Special Rules:
- Treacherous Gits
- Backstabbers

Options:
- May upgrade one Hobgoblin Archer to a Sharp Eye……...*10 points*
- May upgrade one Hobgoblin Archer to a musician……..*10 points*
- May upgrade one Hobgoblin Archer to a standard bearer……*10 points*
- The entire unit may wear light armour…….*½ point per model*
- The entire unit may be armed with throwing weapons...*½ point per model*



WOLF RAIDERS — 12 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Wolf Raider	4	3	3	3	3	1	2	1	6	Cavalry
Minghan	4	3	3	3	3	1	2	2	6	Cavalry
Giant Wolf	9	3	0	3	3	1	3	1	3	-

Unit Size: 5+

Equipment:
- Hand weapon
- Light armour

Special Rules:
- Treacherous Gits
- Cowardly Despoilers
- Ded Shooty
- Fast Cavalry

Options:
- May upgrade one Wolf Raider to a Minghan……...*10 points*
- May upgrade one Wolf Raider to a musician……*10 points*
- May upgrade one Wolf Raider to a standard bearer……..*10 points*
- The entire unit may be armed with one of the following:
  - Spears……...*1 point per model*
  - Bows……...*3 points per model*
- The entire unit may take shields…….*2 points per model*

CORE UNITS

KHARASH — 2 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Kharash	4	2	2	3	3	1	3	1	3	Infantry
Slavedriver	4	3	3	3	3	1	2	2	6	Infantry

Note: Kharash do not count towards the minimum percentage of Core Units you need to include in your army.

Unit Size: 20+

Equipment:
- Hand weapon

Special Rules:
- Expendable

Options:
- Must upgrade one Kharash to a Slavedriver……*free*
- The entire unit may be armed with throwing weapons...*½ point per model*



HOBHOUNDS — 7 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Hobhound	7	3	0	3	3	1	3	1	3	War Beast
Packmaster	4	3	3	3	3	1	2	1	6	Infantry

Unit Size: 5+ Hobhounds & 1 Packmaster

Equipment (Packmaster):
- Hand weapon
- Light armour

Special Rules:
- Skirmishers
- Expendable
- Release the Hounds



SPECIAL UNITS

RAVAGERS — 13 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Ravager	4	3	3	3	3	1	3	1	6	Cavalry
Orlok	4	3	3	3	3	1	3	2	6	Cavalry
Hobhound	7	3	0	3	3	1	3	1	3	-

Unit Size: 5+

Equipment:
- Two hand weapons

Special Rules:
- Treacherous Gits
- Cowardly Despoilers
- Fast Cavalry
- Frenzy (including Hobhounds)

Options:
- May upgrade one Ravager to an Orlok……*10 points*
- May upgrade one Ravager to a musician……..*10 points*
- May upgrade one Ravager to a standard bearer……....*10 points*
  - May take a magic standard worth up to……..*25 points*

TARKANS — 13 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Tarkan	4	3	3	3	3	1	2	1	6	Cavalry
Pasha	4	3	3	3	3	1	2	2	6	Cavalry
Giant Wolf	9	3	0	3	3	1	3	1	3	-

Unit Size: 5+

Equipment:
- Hand weapon
- Torch
- Light armour

Special Rules:
- Treacherous Gits
- Cowardly Despoilers
- Fast Cavalry
- Flaming Attacks
- Burn it Down!

Options:
- May upgrade one Tarkan to a Pasha……*10 points*
- May upgrade one Tarkan to a musician……*10 points*
- May upgrade one Tarkan to a standard bearer……..*10 points*
  - May take a magic standard worth up to……..*25 points*
- The entire unit may be upgraded to Ambushers……*free*
- The entire unit may take shields……..*2 points per model*

WAR WAGON — 100 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
War Wagon	-	-	-	4	5	4	-	-	-	Chariot (Armour save 3+)
Crew	-	3	3	3	-	-	2	1	6	-
Giant Wolf	9	3	0	3	3	1	3	1	3	

Unit Size: 1

Crew: 3 Hobgoblins

Drawn by: 2 Giant Wolves

Equipment (Crew):
- Hand weapon
- Bow

Special Rules:
- Ded Shooty
- Mobile Artillery

Options:
- May take an extra Wolf……...*5 points*

SPEAR CHUKKA — 35 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Spear Chukka	-	-	-	-	7	3	-	-	-	War Machine (Bolt Thrower)
Crew	4	3	3	3	3	1	2	1	6	-

Unit Size: 1 **Crew:** 3

Equipment (Crew):
- Hand weapon

SPECIAL UNITS

MANGUDAI — 17 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Mangudai	4	3	4	3	3	1	2	1	7	Cavalry
Bahdur	4	3	5	3	3	1	2	1	7	Cavalry
Giant Wolf	9	3	0	3	3	1	3	1	3	-

Unit Size: 5+

Equipment:
- Hand weapon
- Bow
- Light armour

Special Rules:
- Treacherous Gits
- Cowardly Despoilers
- Ded Shooty
- Multiple Shots (2)

Options:
- May upgrade one Mangudai to a Bahdur……*10 points*
- May upgrade one Mangudai to a musician……*10 points*
- May upgrade one Mangudai to a standard bearer……*10 points*
  - May take a magic standard worth up to……*25 points*
- The entire unit may have Poisoned Attacks……*2 points per model*

KHESHIG — 16 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Kheshig	4	4	3	3	3	1	3	1	7	Cavalry
Cherbi	4	4	3	3	3	1	3	2	7	Cavalry
Giant Wolf	9	3	0	3	3	1	3	1	3	-

Unit Size: 5+

Equipment:
- Hand weapon
- Lance
- Medium armour
- Shield

Special Rules:
- Cowardly Despoilers
- Ded Shooty
- Mounted Dual Wield
- Vanguard

Options:
- May upgrade one Kheshig to a Cherbi……*10 points*
- May upgrade one Kheshig to a musician……*10 points*
- May upgrade one Kheshig to a standard bearer……*10 points*
  - May take a magic standard worth up to……*50 points*
- The entire unit may be armed with bows……*2 points per model*
- The entire unit may swap lances for additional hand weapons……*free*
- The entire unit may be equipped with barding……*2 points per model*
- The entire unit may have Poisoned Attacks……*2 points per model*

SNEAKY GITS — 6 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Sneaky Git	4	3	3	3	3	1	2	1	6	Infantry
Backstabber	4	3	3	3	3	1	2	2	6	Infantry

Unit Size: 10+

Equipment:
- Two hand weapons
- Throwing weapon

Special Rules:
- Treacherous Gits
- Backstabbers
- Poisoned Attacks
- Dirty, Rotten, Sneaky

Options:
- May upgrade one Sneaky Git to a Backstabber……*10 points*
- May upgrade one Sneaky Git to a musician……*10 points*
- May upgrade one Sneaky Git to a standard bearer……*10 points*
- The entire unit may Scout……*1 point per model*
- The entire unit may Skirmish……*free*

DEATHCLAWS — 43 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Deathclaw	6	3	0	5	4	3	2	3	6	Monstrous Infantry
Murderbeast	6	3	0	5	4	3	2	4	6	Monstrous Infantry

Unit Size: 3+

Special Rules:
- Frenzy
- Armour Piercing (1)
- Regeneration (5+)

Options:
- May upgrade one Deathclaw to a Murderbeast……*10 points*

RARE UNITS

SCORPION RIDERS — 55 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Scorpion Rider	4	4	3	3	3	1	3	1	7	Monstrous Cavalry
Bagatur	4	4	3	3	3	1	3	2	7	Monstrous Cavalry
Giant Scorpion	7	4	0	5	5	3	3	3	5	-

Unit Size: 3+

Equipment:
- Hand weapon
- Spear
- Light armour
- Shield

Special Rules:
- Treacherous Gits
- Cowardly Despoilers
- Killing Blow (Giant Scorpion only)
- Poisoned Attacks (Giant Scorpion only)
- Natural Armour (5+).

Options:
- May upgrade one Scorpion Rider to a Bagatur……..*10 points*
- May upgrade one Scorpion Rider to a musician……..*10 points*
- May upgrade one Scorpion Rider to a standard bearer……...*10 points*
  - May take a magic standard worth up to……...*50 points*

RHINOX BATTLE FORTRESS — 125 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Rhinox	6	3	0	5	5	4	2	3	5	Monstrous Cavalry
Crew	-	3	3	3	-	-	2	1	6	-

Unit Size: 1

Crew: 3 Hobgoblins

Equipment (Crew):
- Hand weapon
- Spear
- Bow

Special Rules:
- Frenzy (Rhinox only)
- Impact Hits (D3)
- Stubborn
- Natural Armour (5+)

ROKKIT LAUNCHA — 95 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Rokkit Launcha	-	-	-	-	7	3	-	-	-	War Machine (Stone Thrower)
Crew	4	3	3	3	3	1	2	1	6	-

Unit Size: 1 **Crew:** 3

Equipment (Crew):
- Hand weapon

Special Rules:
- Rokkits

THUNDERBIRD — 185 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Thunderbird	4	4	0	5	5	4	5	3	7	Monster

Unit Size: 1

Special Rules:
- Fly
- Immunity (Lightning)
- Stormbringer

RARE UNITS

DREAD MAW — 225 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Dread Maw	*	2	0	5	5	5	1	D3	7	Monster

Unit Size: 1

Special Rules:
- Impact Hits (D6+1)
- Random Movement (2D6)
- Stubborn
- Natural Armour (4+)
- Cavernous Maw
- Tunneler

Options:
- The Dread Maw may be armed with any of the following:
  - Hooked Spines ……..*10 points*
  - Clawed Mandibles ……*10 points*
  - Slime Spray ……...*20 points*
  - Poisonous Blood……*20 points*

GIANT — 200 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Giant	6	3	3	6	5	6	3	S	10	Monster

Unit Size: 1

Equipment:
- Hand weapon

Special Rules:
- Immunity (Psychology)
- Stubborn
- Fall Over
- Giant Special Attacks




PGORVET '10

SUMMARY

LORDS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Ghazak Khan	4	7	6	5	4	3	6	4	9	Ca	45
- Warghan	9	5	0	5	4	1	4	3	5	-	
Hobgobla Khan	4	7	5	4	4	3	5	5	9	In	44
Khan	4	6	5	4	4	3	5	4	8	In	25
Shaman Elder	4	3	3	3	4	3	2	1	7	In	26

HEROES	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Chieftain	4	5	5	4	4	2	4	3	7	In	25
Oglah Khan	4	5	4	4	4	2	3	3	8	Ca	56
- Giant Wolf	9	3	0	3	3	1	3	1	3	-	
Shaman	4	3	3	3	3	2	2	1	6	In	26

CORE UNITS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Hobgoblin Archer	4	3	3	3	3	1	2	1	6	In	27
- Sharp Eye	4	3	4	3	3	1	2	1	6	In	
Hobgoblin Warrior	4	3	3	3	3	1	2	1	6	In	27
- Hobyar	4	3	3	3	3	1	2	2	6	In	
Hobhound	7	3	0	3	3	1	3	1	3	WB	29
- Packmaster	4	3	3	3	3	1	2	1	6	In	
Kharash	4	2	2	3	3	1	3	1	3	In	29
- Slavedriver	4	3	3	3	3	1	2	2	6	In	
Wolf Raider	4	3	3	3	3	1	2	1	6	Ca	28
- Minghan	4	3	3	3	3	1	2	2	6	Ca	
- Giant Wolf	9	3	0	3	3	1	3	1	3	-	

SPECIAL UNITS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Deathclaw	6	3	0	5	4	3	2	3	6	MI	38
- Murderbeast	6	3	0	5	4	3	2	4	6	MI	
Kheshig	4	4	3	3	3	1	3	1	7	Ca	33
- Cherbi	4	4	3	3	3	1	3	2	7	Ca	
- Giant Wolf	9	3	0	3	3	1	3	1	3	-	
Mangudai	4	3	4	3	3	1	2	1	7	Ca	32
- Bahdur	4	3	5	3	3	1	2	1	7	Ca	
- Giant Wolf	9	3	0	3	3	1	3	1	3	-	
Ravager	4	3	3	3	3	1	3	1	6	Ca	30
- Orlok	4	3	3	3	3	1	3	2	6	Ca	
- Hobhound	7	3	0	3	3	1	3	1	3	-	
Sneaky Git	4	3	3	3	3	1	2	1	6	In	34
- Backstabber	4	3	3	3	3	1	2	2	6	In	
Speak Chukka	-	-	-	-	7	3	-	-	-	WM	36
- Crew	4	3	3	3	3	1	2	1	6	-	
Tarkan	4	3	3	3	3	1	2	1	6	Ca	31
- Pasha	4	3	3	3	3	1	2	2	6	Ca	
- Giant Wolf	9	3	0	3	3	1	3	1	3	-	
War Wagon	-	-	-	4	5	4	-	-	-	Ch	35
- Crew	-	3	3	3	-	-	2	1	6	-	
- Giant Wolf	9	3	0	3	3	1	3	1	3	-	

RARE UNITS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Dread Maw	*	2	0	5	5	5	1	D3	7	Mo	41
Giant	6	3	3	6	5	6	3	S	10	Mo	42
Rhinox	6	3	0	5	5	4	2	3	5	MB	39
- Crew	-	3	3	3	-	-	2	1	6	-	
Rokkit Launcha	-	-	-	-	7	3	-	-	-	WM	36
- Crew	4	3	3	3	3	1	2	1	6	-	
Scorpion Rider	4	4	3	3	3	1	3	1	7	MC	37
- Bagatur	4	4	3	3	3	1	3	2	7	MC	
- Giant Scorpion	7	4	0	5	5	3	3	3	5	-	
Thunderbird	4	4	0	5	5	4	5	3	7	Mo	40

MOUNTS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Giant Wolf	9	3	0	3	3	1	3	1	3	WB	var.
Dire Wolf	9	5	0	5	4	3	4	3	4	MB	var.

Troop Type Key: In = *Infantry*, WB = *War Beast*, Ca = *Cavalry*, MI = *Monstrous Infantry*, MB = *Monstrous Beast*, MC = *Monstrous Cavalry*, Mo = *Monster*, Ch = *Chariot*, Sw = *Swarms*, Un = *Unique*, WM = *War Machine*.











HOBGOBLINS

In the distant east, beyond the Dark Lands where the endless, wind-swept steppes stretch for untold leagues lies the dominion of the Hobgoblins that fight under the Great Hobgobla Khan. A warrior race of a thousand thousand wolfriders, the armies of the great Hobgobla Khan hold sway over the greatest empire in the world. This empire of hobgoblins has rarely been seen by the eyes of man or dwarf, and if they do, they are hunted down, or worse, captured and sold to the Chaos Dwarfs.

Inside you will find:

- **A Bestiary describing every unit, monster, hero and war machine in your army.**
- **An army list to arrange your collection of miniatures into a battle-ready force.**
- **A comprehensive section that details the Hobgoblins, their culture and their history.**

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